

ISSUE NO.
292
JUNE
JUL/AUG PRE-ORDER

GTM



GAME TRADE MAGAZINE



BATTLETECH



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IN THIS ISSUE:

- BATTLE ACROSS HISTORY WITH DC HEROCLIX: MASTERS OF TIME FROM WIZKIDS!
- OVER 150 ELEMENTAL MONSTERS JOIN THE FIGHT IN ROLL FOR COMBAT'S BATTLEZOO ELDAMON!

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MASTERS
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TIME

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WIZKIDS

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TRADING CARD GAME

The image displays four Ogerpon EX cards from the Pokémon Scarlet & Violet TCG, each featuring a different mask and unique abilities and attacks.

- Cornerstone Mask Ogerpon EX:** This card has the ability **Cornerstone Stance**, which prevents all damage from attacks done to your opponent's Pokémon that have the Weakness and Resistance abilities. Its attack, **Demolish**, deals 100 damage to the opponent's Pokémon, which is not affected by Weakness or Resistance.
- Wellspring Mask Ogerpon EX:** This card has the ability **Sob**, which allows the user to prevent the opponent's next retreat. Its attack, **Torrent**, shuffles 3 Energy from the deck into the user's hand and deals 100 damage to the opponent's Pokémon, which is not affected by Weakness or Resistance.
- Wrathful Heart Mask Ogerpon EX:** This card has the ability **Dynamic Blaze**, which allows the user to deal 140 more damage to the opponent's Pokémon if they have an Active Pokémon. Its attack, **Wrathful Heart**, deals 20 damage to the opponent's Pokémon.
- Teal Mask Ogerpon EX:** This card has the ability **Teal Dance**, which allows the user to attach a Basic Energy card from their hand to the opponent's Pokémon. Its attack, **Myriad Leaf Shower**, deals 30 more damage to the opponent's Pokémon for each Energy attached to both Active Pokémon.

Each pack of ten cards sold separately. Cards may vary by pack.

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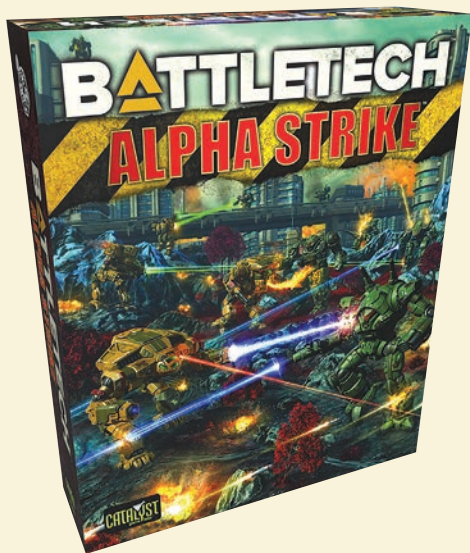
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COVER STORY



BattleTech 40th Anniversary and Alpha Strike

While celebrating 40 years of *BattleTech*, Catalyst Game Labs shines the spotlight on the *Alpha Strike* boxed set, which is celebrating 10 years of "death from above" and other great tabletop action!

by Catalyst Game Labs

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The Time Is Now!

Take control of space and time with the latest expansion for *DC HeroClix, Masters of Time*. Friends and foes battle as never before as all-new colossal boosters bring big action to the tabletop this summer!

by WizKids/NECA

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Master the Elements!

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PAINTING HAPPY LIL MINIS



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Stalk Exchange

Welcome to Your Community Hedge Fund!

In Stalk Exchange players are dedicated to growing flowers ... and profits! Until the market crashes, stalk values are only going up! Garden shrewdly to grow your fortune. The player with the most valuable Stalk Portfolio wins!



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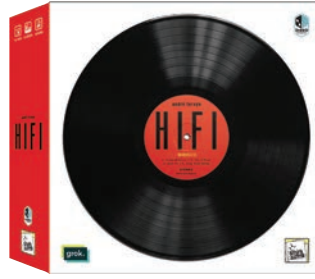
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Greetings Dear Readers!

Welcome to your June edition of *Game Trade Magazine*. As show season kicks off, our latest issue has something for every table, here are some of the highlights:

This year, *BattleTech* celebrates 40 years of "death from above," heavy metal warfare, battles for the inner sphere, and so much more. We go behind-the-scenes with our friends at Catalyst Game Labs to discuss where *BattleTech* has been, and where it is going in the future, as they discuss another milestone, the 10th anniversary of *Alpha Strike*!

Speaking of the future, *WizKids* takes us through the history of the DC Universe with *Masters of Time*, the all-new expansion for *DC HeroClix*! From the dawn of time to the Old West, from the present-day to the far future of the Legion of Super-Heroes, if you're a DC Comics fan then this set is definitely for you — be sure to check out our exclusive previews in this very issue!

That's not all of the exciting *HeroClix* action — we also have another exclusive first look at the upcoming *2025 Marvel HeroClix Starter*. Thanks to our friends at *WizKids*, we can bring you a preview of the White Widow herself, Yelena Belova!

Speaking of first looks, be sure to check out *Roll For Combat*'s latest *Battlezoo* role-playing supplement — *Eldamon*! With this latest release, player characters can now befriend, train, and battle alongside their choice from over 160 elemental companions! With 13 diverse elements and over 300 elemental powers to select and master, your tabletop will never be the same again.

Of course, if you prefer to collect fossils rather than elemental creatures, then look no further than *Holotype: Mesozoic North America*, from *Brexwerx Games*. In this light-strategy game, players take on the roles of competing Paleontology departments collecting fossils, conducting research, and publishing findings of new specimens in scientific journals. And be sure to check out the exclusive promo card in this very issue!

As we part for another month, I'd like to wish a very happy birthday to my sister — without whom many an adventure would not have been the same — happy birthday sis!

Game on,
-JG



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Ask questions about your favorite
games and/or publishers, and let's see
what we can discover!

We'll pick our favorite messages and
answer them (as best we can) in this space.

Send your thoughts and questions to
Editor@GameTradeMagazine.com
with "Mailbag of Holding" as the
subject, and maybe we'll see **you** in a
future issue. Game on!

Please let us know if you would like your name withheld



THE GAME
OF GLOBAL
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AND BEYOND

The Classic
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Expanded with
New Gameplay

455 Futuristic
Military Plastic
Playing Pieces

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Conquer

5 Decks of
Command Cards
for Tactical



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WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's first issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

DESIGNER DIARY

DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

COVER STORY

PREVIEW

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next **HOT** item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

FEATURE

EXCLUSIVE

EXCLUSIVES: While virtually **ALL** of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

SPOTLIGHT

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HN010595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 90303069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000.....\$14.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C7503000.....\$14.95
BUNDLE WOC C7507000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballgates for something new and a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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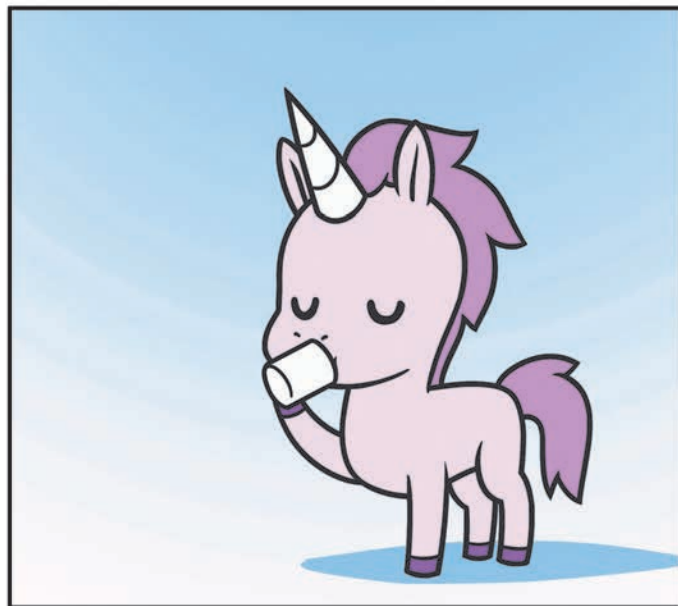
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UNSTABLE UNICORNS





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Build a hero for your Tian Xia adventure with this 136 page book full of player options, including six new ancestries, new archetypes, feats, and more!

PZ013002-HC - \$47.49



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A sound echoes across the world's farthest wildernesses: the howl of countless animals and beasts! With new ancestries, character options, animal companions, wilderness foes and more - now in a compact, affordable pocket edition!

PZ012005-SC - \$29.99



STARFINDER PLAYTEST ADVENTURE 2: EMPIRES DEVoured

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PZ024003-SC - \$24.99

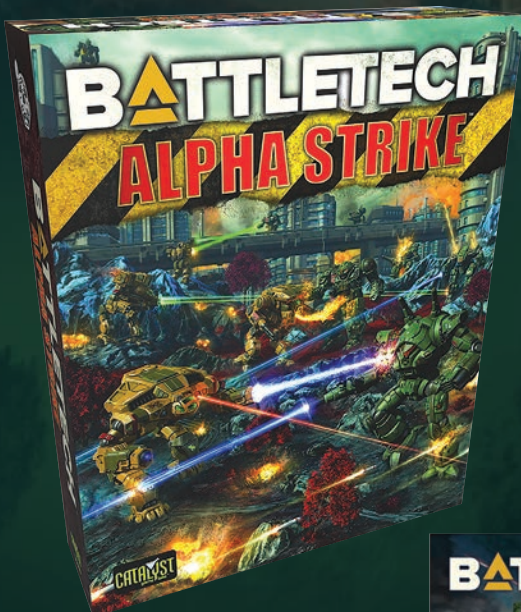
BATTLETECH

ALPHA STRIKE

CATALYST

BATTLETECH: ALPHA STRIKE - BOX SET

CAT 35690 \$79.99 | Available Now



For experienced wargamers looking for a faster way to play, or for new gamers wanting an exciting, rules-light system to introduce them to the world of wargaming, *BattleTech: Alpha Strike* is the box set to stock.

With Alpha Strike marking its 10th anniversary, this refreshed game box contains everything for two players to start rolling dice immediately. In addition to two evenly matched forces across 13 miniatures, the Alpha Strike box set contains foldable cardstock buildings and trees, tokens, and cards. Played on a standard six-foot by four-foot table, Alpha Strike's fast-moving, pick-up-and-play nature has endeared itself to players worldwide.

Designed for the modern tabletop wargamer, *Alpha Strike* uses unit cards and streamlined damage rules to emphasize ease of play. The quick-start ruleset and cheat sheet included in the box covers

standardized rules. Cards are included with each of Catalyst's *BattleTech* ForcePacks that are translatable to *Alpha Strike*, and allow the packs to be easily slotted into any force using the attached points cost.

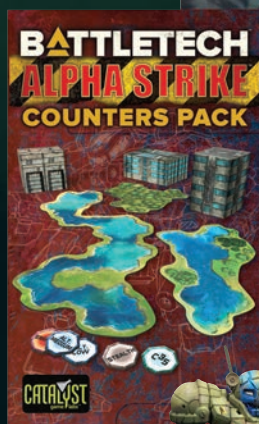
The two forces in the box prominently feature some of the most iconic and well-loved designs from BattleTech's history, like the Timber Wolf, Fire Moth, Atlas, Phoenix Hawk and Archer. In addition, new miniatures of the Clan Pouncer and the Inner Sphere Wraith — currently available only in this box — lend their firepower to their respective factions. The durable plastic miniatures come assembled out of the box without the need for glue and are supplied unpainted. In addition, the box comes with a short story by rising star Bryan

Young, and a primer of the BattleTech setting to further entice players into its incredible 40-year history.

Inside the rulebook, gameplay is organized into simple turn structures that modern war gamers will find familiar. After determining who has initiative with a dice roll, the player who loses the initiative moves their first unit. The opponent then moves their first unit, and movement activations pass back and forth to simulate the delicate tactical balance of movement and counter movement. Using a standardized range band system to determine damage,

the player who loses initiative makes whatever attacks they can with their entire force first. The opponent then returns fire with every eligible unit, even if that unit took enough damage to destroy it during their opponent's attack phase. All damage effects come into play during the end phase, and the round resets. Initiative is rolled, and the game continues until the scenario has been completed, or one side is utterly destroyed.

The two forces in the box are vastly different from each other, though they share similar themes. The Inner Sphere counts more miniatures on its side, and features an array of classic 'Mechs to delight the old-school player. Striding high is the imposing Atlas. Loping along behind enemy lines is the swift Locust. Delivering long range fire support is the Archer and rapid threat elimination is the forte of the Phoenix Hawk. The four other 'Mechs, all fully redesigned, include the



PRIMER





unyielding Warhammer, the winsome Wasp, the reliable Blackjack and the box-exclusive Wraith. This swift 'Mech hunter uses its superior mobility and close-range punch to take down more durable enemies.

Comparatively, the Clan forces feature the deadliest battlefield predators their technological ingenuity can muster. Whether shrugging off enemy fire in the Warhawk, barging through enemy blockades with the Timber Wolf, harassing opposing lines in the Fire Moth, or burning through all comers in the Nova, the Clans practice a brutal and direct form of warfare, perfect for the more aggressive player. With the exclusive Pouncer adding its long-range fire support, the Clan forces stand firm against their Inner Sphere counterparts, outnumbered but never outgunned.



amount of stat checking is low compared to many other games, and much easier. The cards fit within a standard card sleeve and can be marked on with a dry erase marker without risking permanent damage. Alongside the unit cards, the included pilot cards bring life and character to the battlefield, offering a unique opportunity for players to change up their game. While a nameless pilot may make their own glory in a pick-up game, these wizened warriors add new layers of tactical play with their unique abilities, enhancing replay value and aiding in campaign play.

The *Alpha Strike* box retails at 79.99USD, competitively priced compared to other major game systems. It is compatible out of the box with all other Catalyst Game Labs BattleTech miniature products, which also feature the necessary *Alpha Strike* cards. While this box is a starter set, the cautious buyer would be well served to know that this is a complete system without any need for expansion packs. To further enhance the experience, additional counters with building stands are available (*Alpha Strike Counters Pack*), as well as an expanded rulebook with scenarios and further in-depth rules (*Alpha Strike: Commander's Edition*). Sourcebooks from the Catalyst era of BattleTech are also written with *Alpha Strike* in mind, with stats and scenarios reflecting AS rulesets.

If your war gamers are tired of getting nickel-and-dimed by constantly shifting rulesets, sick of spindly models or just looking for a new sci-fi universe to conquer, *BattleTech Alpha Strike* is their next stop. Affordable, durable, and fully realized, *Alpha Strike* is the answer to mass BattleMech combat that gamers have been hungry for since the first days of *BattleTech* four decades ago.

...

LCT-7V

LOCUST

25

TP:BM SZ:1 TMM:4 MV:20"

ROLE:Scout SKILL:

DAMAGE

S (+0) 2 M (+2) 2 L (+4) 0

OV: 0 HEAT SCALE 1 2 3 S

A: ○ ○ ○

S: ●

SPECIAL: —

CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons

FIRE CONTROL ○ ○ ○ ○ +2 TN Each

MP ○ ○ ○ ○ ½ MV Each

WEAPONS ○ ○ ○ ○ -1 Damage Each

04/26

AS

ALPHA STRIKE

BATTLETECH

The *Alpha Strike* card system is exceptionally simple to use. With the main statistics of movement, damage and armor prominently displayed on the centerline of the card, referencing them in the heat of battle is easy, with no need for extra rulebooks. Used alongside the quick reference sheet, printed on durable cardstock, players will find the

DC
HEROCLIX
MASTERS
OF
TIME

THE TIME IS NOW!

WIZKIDS

DC HEROCLIX: MASTERS OF TIME BOOSTER BRICK (9)

WZK 84053 \$190.92 | Available July 2024!

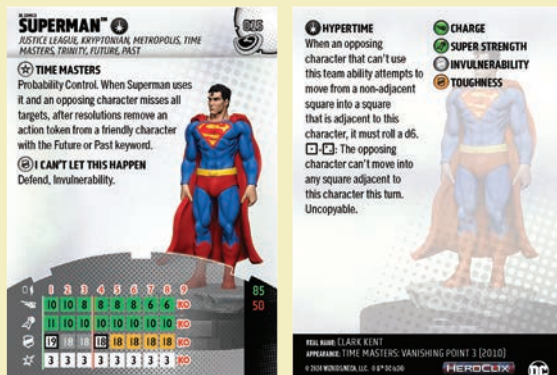
Time travel is one of the most entertaining and enduring themes from DC Comics, and it's never been so important in a *HeroClix* set!

DC HeroClix: Masters of Time has everything a *HeroClix* collector could want: fun new teams, fresh versions of heroes they love, and awesome colossal dinosaurs! In every *DC HeroClix: Masters of Time* booster brick you'll find eight standard five-figure *HeroClix* boosters and one special oversized *Jurassic Booster*. Inside every *Jurassic Booster*, you will receive three figures, including a Colossal figure on a 2x2 *HeroClix* base, and a Team-Up Card!

EXPLORE DC ACROSS TIME

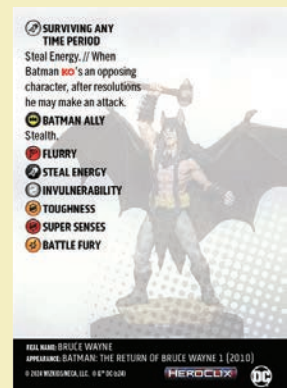
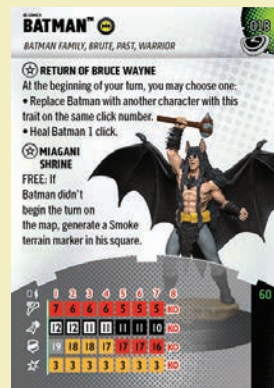
DC HeroClix: Masters of Time winds its way across DC's expansive history. It features characters hailing from the dawn of time, champions of the Old West, wartime heroes from the turn of the century, and stretches forward even to the Legion of Super-Heroes in the 30th century. This set isn't without contemporary characters though! Justice League: Dark is here to deal with mystical threats from across time, while Young Justice careens through the multiverse across some of DC's most outlandish settings.

From the pages of *Time Masters: Vanishing Point* comes one of the most recognizable teams to ever travel through the ages – Superman, Booster Gold, Hal Jordan, and Rip Hunter. They came together to find Batman, and they'll help you defeat your next opponent!



DC HEROCLIX: MASTERS OF TIME PLAY AT HOME KIT

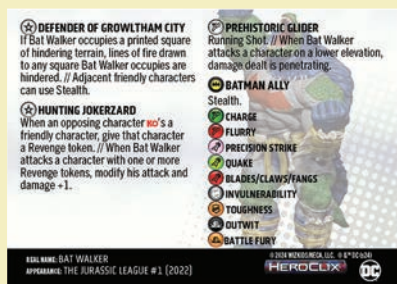
WZK 84056 \$19.99 | Available July 2024!



The Time Masters are searching for Batman as part of the Return of Bruce Wayne storyline. In that story, Batman travels through time and readers see brand new incarnations of the Caped Crusader.

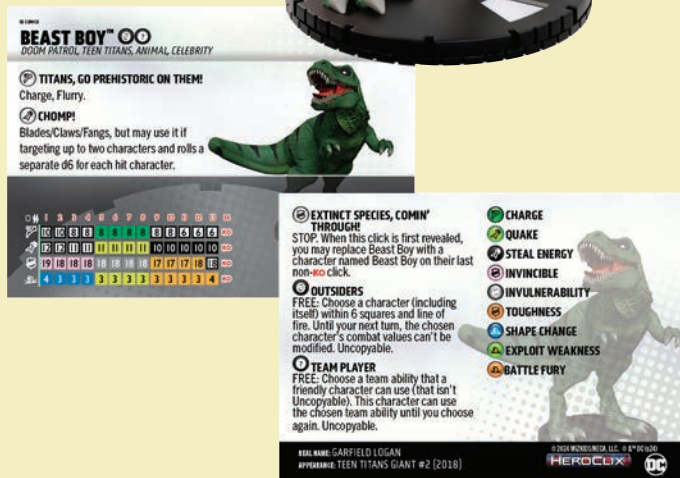


DC's Jurassic League is one of the coolest and most surprising takes on the classic team ever. Now they're ready to bring some colossal beatdown to your next *HeroClix* game!



With four different starting lines, ranging from 50 all the way up to 300 points, Bat Walker can be a key player on your next team or the entire team all by himself. Bat Walker's Jurassic League trait will let you overcome opposing forces with a larger number of resources than your team may have. If you're able to land even a single hit on an opposing force you may be able to crack opposing strategies wide open by landing a well-placed Quake!

If there's one hero who loves a good *time*, it's definitely one of the most beloved members of the Teen Titans: Beast Boy! He's overdue for treatment as a dinosaur, and he's ready for a breakout performance in this set.



For long-time Beast Boy fans, it's going to be a ton of fun to swap this Beast Boy for another one from your collection right before he'd get KO'd. By transforming into one of your favorite figures from your collection, you'll have the chance for a strategic pivot that lets you make a huge comeback.

MORE EQUIPMENT FOR YOUR GAMES

In addition to the exciting *DC HeroClix: Masters of Time* figures previewed here, the set includes all-new Trick arrows! In some boosters, you may find a Trick Arrow equipment in place of a common figure. Trick Arrows are unlike most equipment done before for *HeroClix*. Rather than having a single card, a single Trick Arrow has three cards, kept secret from your opponent. The first time a Trick Arrow is equipped, you can choose any of the three Trick Arrow cards and set them face down to create a quiver of surprises for your opponent. You can even include multiples of the same Trick Arrow card, if you choose. Then, when the equipped character hits with an attack, you may reveal one of your facedown Trick Arrow cards to perform that Arrow's ON REVEAL effect. The ON REVEAL effects of the Trick Arrows can be potent, but there's a limit on how many times they can be used. Once all three Trick Arrows have been turned face-up, characters with them will have to stick to regular attacks.

The Trick arrows found in *DC HeroClix: Masters of Time* work with those from other sets as well, so if you are a fan of archers, you may want to fill out your collection.

This July, head to your friendly local game store to get your hands on *DC HeroClix: Masters of Time* boosters and other products!

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BATTLE ALONGSIDE ALIENS IN NEXUS OPS

NEXUS OPS

RGS 02712 \$65.00 | Available August 2024!



In the year 2315, space explorers discover a moon in a remote planetary system. There they stumble upon Rubium, a rare and valuable energy source. The explorers sell the moon's location to immoral and competitive galactic corporations, Ares Inc., Black Helix Industries, The Galactic Syndicate, and Zygorg Technologies. Each sends a strike force to seize control of the moon. When the invading forces arrive, they discover that the moon has its own life forms, including magnificent dragon-like beings that can breathe incandescent plasma. The competing forces waste no time in conscripting these and other life forms as fighting units. Mysterious monoliths jut from the moon's surface, and revealing the highest concentrations of Rubium that lie around them. Fierce battles erupt near the monoliths as the invading forces struggle to possess the Rubium mines and carry out their corporations' secret orders. The moon's landscape is strange. The aliens are even stranger. Perhaps the strangest of all are the secret agendas that drive the sinister corporations...

On a foreign moon, a valuable resource called rubium can be found. This highly sought after and valuable resource is what you need to collect, but there are others who want it too. In *Nexus Ops*, players compete to control this resource by conscripting the alien creatures on the planet and heading into battle. This game is packed full with content and supports countless hours of gameplay.





In *Nexus Ops*, players compete as rival corporations

battle for the control of mines, using a human army and their conscripted alien locals to battle their opponents. With their armies, players take to the tile-based game board to track down new rubium mines. Players search through multiple different terrain types including the Liquifungus Forest and the Crystal Spires. While the mines are important to generate rubium, players also have missions and personal objectives to consider. Mission Cards, Secret Mission Cards, and Energize Cards take the game to a whole new level! Energize Cards are powerful cards that allow players to perform special actions, while Mission Cards focus on scoring players points through completing objectives. Your opponents will be trying to get special abilities or score points with these cards so watch out! The player who is able to score 12 points first wins!

Players control a unit of humans and aliens in their fight to victory. Units attack in a particular order, called the Battle Order, as shown on each player board. The order runs from right to left. Once each unit has attacked in order, then the battle in that space ends for the turn, even if both attacker and defender have units remaining in that space. This unique battle system provides interesting choices as players know the order in which aliens attack, so planning accordingly is essential. There are five types of aliens: the Fungoids, the Crystallines, the Rock Striders, the Lava Leapers, and the Rubium Dragons. Each alien has their own rules, weaknesses, and strengths. For example, depending on the terrain type the Crystalline alien is on, it has a better or worse chance of hitting their target. Another alien, the Lava Leaper can move faster when exiting a Magma Pool. Utilizing units in a strategic way is essential to securing a victory in *Nexus Ops*.



This edition of *Nexus Ops* has beautiful updated art and graphic design. The art is by Mihajlo "The Mico" Dimitrievski, who is known for his work in games like *Architects of the West Kingdom*, *Scholars of the South*, *Tigris*, and over 30 other titles. The new art by The Mico is a fresh look for this beloved game.

The components keep some classic traits while also getting some upgrades. The 164 plastic player figures are blacklight glow figures, which was a unique and well loved feature from previous editions. This edition of

Nexus Ops has a plastic 3D monolith! The 3D monolith takes the board to another level and is a great addition to the game.



Included in this edition of *Nexus Ops* are the optional variant rules from each of the previous versions. These rules have been compiled and are included to create the ultimate edition of this game. Optional rules include, "King of the Hill" when players vie for control of the monolith, "Four-Player Team Rules" a cooperative mode where players work together to score points, and "Extra Exploration Tokens" where players can add in the extra included tokens to increase variety. These are just a few of the optional rules included, making it extremely replayable. Also included is information on alternate units and alternate two player boards. This allows players to customize their games to best suit their players. Between the optional and alternate rules, this edition of *Nexus Ops* is full of content to facilitate endless amounts of fun.

Nexus Ops is for 2-4 players to enjoy in 60-90 minutes. This is a \$65 MSRP and will be available in August of 2024. Tell your favorite local game store to pre-order *Nexus Ops* today!

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Sophia Gambill is a Sales Assistant at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.



THE MEEPLES



HIFI

SND 1020..... \$39.99 | Available August 2024!

In 1974, the rock 'n roll band The Meeples were at their peak. After finishing the world tour of their latest album, *Settlers of Carcassonne*, the group isolated themselves in the studio to create what would become their masterpiece: the concept album *HiFi*. During recording, creative differences caused the band to each head their own ways. The album was never finished. It was the end of The Meeples. The single-sided record quickly became a rare item and garnered a cult following by fans and critics alike.

And now, 50 years later, the story continues. In 2024, the group put their differences aside and got together for a charity show. HiFi's first live performance after a half-century hiatus would have historic enough alone - but it sparked the mega-group's desire to return to the studio and lay down the tracks to this legendary album's B side.

The label brought in 4 of the most talented and creative producers to assure that the second half of the album rivaled the original. You are one of these producers. Make your mark, guide the music to excellence — and earn your place in music history.



THAT is an excerpt from "Ruling Book Magazine," the rules to the upcoming game, *HiFi*, and a clever, creative nod to Rolling Stone, complete with a full two-page article with the band. It is just one of many incredible creative choices that went into the conceptualization and execution of the game. When you first see the game on shelf, it gives the appearance of a full-size vinyl album jacket. I can tell you that this reporter is instantly transported back to the days of flipping through record bins to find rare imports, and I won't be alone. Happily, vinyl has made quite a comeback with younger audiophiles, so the experience will not be lost on the newer generations. But the aesthetic genius of the game doesn't stop there.

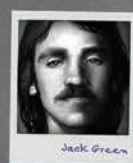
When you take out the game board, the back side, which could have been left featureless, instead becomes the record jacket of the album, *HiFi*. The board then unfolds to form the studio's audio board. More on this later.



But of course, the most impressive feature of the game's table presence is the turntable. This triumph of table appeal is a functional part of the game. The turntable can be rotated and is the action selector for your turn (and thematically, it represents the producer's need to continually reference the original album to guide their efforts).



ARE BACK!



But what is game play like?

HIFI is a competitive, tactical strategy game for 2-4 players, with a puzzle-y pattern-matching game loop. In the end, players (the producers) will win by amassing the most points from their influence on the songs and their production credits. The first phase of a player's turn is the Vinyl phase, where the turntable is advanced one or two spaces and resources and/or actions are gained for the turn. Everything from gaining audio cards, equalizer knobs, production points — or even swapping existing audio cards on the studio tracks.



The Mixing Objectives show a sequence of four audio cards that a player will try to line up, in that order, during the Production phase of your turn. The more cards of the sequence you can achieve, the higher the points.



After gaining your resources, you enter the main part of your turn, Production phase. The core game loop has you placing one of the Audio cards from your hand onto one of the four studio tracks (in the game, each track is a song, not four mixing tracks of one song). During the game, players will add EQ knobs to the equalizer area of the board for each of those instruments — so the active player will gain points for each knob on that instrument. If you play wisely, you can also earn Harmony bonuses.



There are a tremendous number of ways for you to earn points and your strategy must often pivot as the conditions on the board change. Towards the end of the game, players will start eyeing their End Game bonus cards, looking for opportunities to jump into the lead in the final round of play. The result is a pretty approachable game for a wide audience, with enough of a strategic challenge to satisfy hobby gamers.



It successfully delivers on that promise."

In the end, what fans and critics will say of this reunion album, and the game that brings it to life rests on you, dear reader. So, give the game a spin and see for yourself. 'Til then, keep on rockin'!!

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Curt Covert is the owner/founder of Smirk & Dagger Games. Since 2003, Smirk & Dagger has been creating breakthrough games that dazzle at the table and deliver memorable, immersive experiences.

BARBARIAN KINGDOMS

AN EPIC JOURNEY THROUGH THE TUMULTUOUS
ERA OF THE FALL OF THE ROMAN EMPIRE



BARBARIAN KINGDOMS

AGS JG-BAKI-RETAIL-FSTD ... \$ 49.90 | Available June 2024!

In the 5th century AD, the Huns swept into Europe from the East, forcing the various Germanic tribes ever westwards. Hundreds of thousands of Germanic warriors crossed the frozen Rhine, bypassing the fortified defenses of the Roman Empire. The Roman imperial army, undermined by unprecedented internal crises, failed to repel the incursions, and after years of looting, displacement, and war, Rome ceded territories to barbarian warlords who founded their own kingdoms. The depletion of resources, combined with the growing autonomy of the "Barbarian Kingdoms," marked the demise of the Western Roman Empire. After a thousand years of Roman supremacy, a new era of instability and opportunity began in Europe: the Middle Ages.

This tumultuous era is the setting of *Barbarian Kingdoms*, a competitive, fast-paced game of conquest and bluff for 2 to 6 players. Each player controls one of six Kingdoms competing for dominance: *Huns*, *Ostrogoths*, *Vandals*, *Visigoths*, *Saxons*, and *Franks*. Designed by Christophe Lebrun and published by Jester Games, the English version of *Barbarian Kingdoms* is now distributed by Ares Games.

When the game designer Christophe Lebrun started to work, together with his wife, Aurélie, on a conquest game — intended to be accessible, fast, deep, replayable, beautiful, asymmetric, fun, and with little randomness — Aurélie immediately thought of the barbarian invasions as a theme. Initially, Christophe thought the theme was more suitable for a cooperative game, or a "one against all" type of game: defending the Roman Empire against the barbarians. However, while searching for sources on this era, he took notice that the 5th century AD — the Early Middle Ages, with the rivalries between young barbarian kingdoms, immediately after the fall of the Roman Empire — was a little-known, complex, and exciting period that lent itself wonderfully to a game of conquest.

In *Barbarian Kingdoms*, players are immersed in a chaotic struggle for dominance, striving to lead their burgeoning realm through the transition from Antiquity to the Middle Ages. Recruiting warriors, collecting taxes, assaulting provinces, maneuvering units, and claiming territories are strategic actions crucial in the race to be the first to control seven territories or eliminate two rival kings. The game offers balanced asymmetry, ensuring different strategies and

high replayability. The game mechanics blend conquest, bluffing, and diplomacy, emphasizing strategic skill over chance.

Barbarian Kingdoms introduces an innovative battle resolution mechanism. A Battle begins for three distinct reasons: when you invade a Province occupied by an enemy unit; when you are challenged after invading an unoccupied Province; or after you claim a Province. Being able to challenge an opponent's action allows players to be personally involved during other players' turns. The "challenge cycle", during which each player announces successively whether they are challenging or passing, invites players to be diplomatic. Once a battle begins, it is resolved immediately.

Battle Points decide the outcome of a Battle. There is an initial Battle Point count: two points if a player controls the Province, three points for a Warrior, and six points for a King. After this initial count, each of the two belligerents takes a purse and secretly places a part of their Treasury in it. When they are ready, they simultaneously exchange the purses and reveal their contents. The money paid by a player increases his Battle Points.

This very original resolution mechanic adds a bluffing dimension to the outcome of a battle, since it is possible to put nothing in your purse at all, or to go "all-in". It also allows to balance the game, as a player who comes out of the battle militarily strengthened will be weakened economically, and vice-versa. Finally, this mechanism eliminates the randomness of dice or card draws, putting players' skills to the test. The different possible outcomes of these "bets" adds a touch of chaos - a guarantee of replayability - to the whole.

The player who loses the battle loses all his engaged units; if a King is defeated, he is eliminated from the game. The victorious units are redeployed to adjacent controlled provinces.

The game ends when the first player meets one of the two victory conditions: Territorial — control of seven territories, or Military — eliminate two opposing Kings. This allows for strategic variety, and allows players to keep on playing... even after the loss of their King. The other players may determine their placement by calculating their Kingdom Scores, counting points for opponent Kings defeated, for their own King being alive, for warriors and control tokens on the game board, and amount in their Treasury.

The engaging gameplay, historical intrigue, and dynamic player interaction make *Barbarian Kingdoms* a fast-playing, yet deeply strategic and immersive, board game experience.



A LIFE WELL LIVED



Discover who your characters are when they're not dungeon-delving in this 5e supplement for the world's most popular roleplaying game!

Explore what your adventurers get up to before, after, and in between dungeon crawling, from small moments of bonding around the campfire while crafting potions, to life events such as running a business, starting a family, and ultimately retiring... Until trouble comes knocking.

A Life Well Lived is a companion to Cubicle 7's **Uncharted Journeys**, and forthcoming C7D20 titles. These lovingly crafted volumes combine to enrich all pillars of 5e gameplay, and give you the tools and advice you need to tailor your game to the specific tabletop experience your heart desires.



Forges of Ravenshire



FORGES OF RAVENSIRE

BAE S02001 \$70.00 | Available July 2024

Grab a hammer and some steel, it's time to forge! Adventurers, badger knights, and rabbit rogues travel from all over the Kingdom of Broccdour to visit the town of Ravenshire and commission new weapons, armor, and shields. As a famous blacksmith in Ravenshire, your goal is to forge those items while working to beat your competition. Make the most money over 4 seasons while completing these commissions and contracts and you will become the new Forgemaster of Ravenshire!

Forges of Ravenshire plays over 4 seasons where every blacksmith will get the chance to send out their dice workers into town to gather resources. This is called the Gathering phase and depending on the number you rolled on your workers, they will be able to gather varying

amounts of ore, wood, leather, charcoal, and steel. Every location has a preference; so, whether you roll high or low, there will be a variety of choices for you.

That's not all though. After you place a dice worker, you will then immediately retrieve a different dice worker from anywhere in town, which will give you even more resources.

In addition, each worker has 1 of 3 colors and is associated with a particular guild. Purple dice belong to the Merchants' Guild and when retrieved can allow you to earn more money, trade resources, or get you special Action Tokens that will allow you to upgrade your forge. Green dice are part of the Harvesters' Guild and specialize in gaining raw resources like Ore, Wood, etc. The Yellow dice belong to the Alchemists' Guild and help you acquire special mystic resources that will allow you to build legendary contracts like Crimson Fang or Mercy's Gleam.

To make these guild workers even better when you take them, you can recruit Guild Members and add them to your workshop. Now, every time you take a beautiful green die, you can get even more resources than before! Be careful though, those dice may not have a number you need or be in the wrong parts of town. Other smiths may also be recruiting members of that same guild and you will end up fighting over who gets those green dice. Decisions, decisions.

Once the gathering is complete, it's time to forge. You will be taking those same 3 dice from your Guilds and now use them to run your forge. You have several options to collect additional resources or change them: burning wood into charcoal, forging raw ore and charcoal into steel, running your guild workshops, and more. No matter what you decide though, this is the perfect time to start hammering on that steel and make those wonderful contracts you have acquired.

Completing contracts makes you money (victory points) and the higher leveled contracts gives you reputation. Reputation earns you special bonuses since your customers appreciate your high level of craftsmanship and work.

As you progress through the seasons, you will notice there are several potential titles you can earn. These titles come with a money reward but what is cooler than being called an Embersmith because you became quite skilled at integrating Embergems into your work?

Forges of Ravenshire is a tight forging (forgive the pun) of a few different game mechanics that work together to create an easy yet immensely satisfying experience. You will be placing and taking workers in a worker placement style while infusing those dice with engine building as you improve and develop your guild workshops. You will have to manage all of those resources you are acquiring in order to complete various contracts to earn gold and reputation. After the 4 seasons are over, the blacksmith with the most gold is declared the winner and becomes the new Forgemaster of Ravenshire!

Forges of Ravenshire is available now for Pre-Order and will be available at your Friendly Local Game Store July 25th.





COMING
MAY 2024

UWE ROSENBERG'S TANGRAM CITY



PUZZLE TOGETHER A HARMONIOUS CITY WORTHY OF A QUEEN!



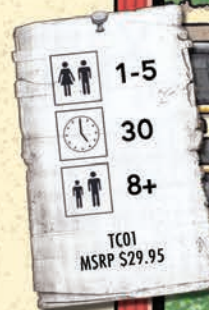
BUILD YOUR CITY
WITH YOUR SECRET
CITY TILE IN MIND!

PLACE CITY TILES TO
FORM A RECTANGLE
AND GET THE MOST
POINTS!



0	→	20	☀
1-2	→	10	☀
3-4	→	5	☀
5+	→	0	☀

KEEP THE HARMONY
BETWEEN THE HUMAN
AND NATURAL REALM
FOR BONUS POINTS!



TC01
MSRP \$29.95

MAKING A MARK



LANDMARKS

FGG LM..... \$24.95 | Available Fall 2024

Landmarks is an exciting new word-association game of hidden paths and clever clues. Coming this fall from Floodgate Games, *Landmarks* sets the you and your adventuring party on an island in search of treasure! There's one small hang-up, the person with the map got left behind. They will need to lead the other treasure hunters to riches while avoiding the island's many dangers by sending a chain of one-word clues, each related to clues given previously. Work together to escape the island (before you run out of water, of course) and split the loot, or race against another team of treasure hunters to find your treasures first!



Mark the Land
Follow the Clues
Link the Words to Find Your Way



The path to completing *Landmarks* was its own adventure with twists, turns, and a few pitfalls. But working as a team, co-designers Danilo Valente and Rodrigo Rego emerged with something gold!

THE DESIGNER'S JOURNAL

Sup! I'm Danilo, a Brazilian designer from Manaus, Amazonas, land of scorching sun and great exotic cuisine. I think I've been creating games since forever – from Space Cadet Pinball variants in kindergarten to breakout variants in "The Games Factory" software during elementary school & mobile arcade games in high school. I acquired my first tabletop game while in college, and immediately started creating my own board games.

My first published game was *Tributo a Mondrian*, by Ludocafé, a Brazilian publisher. I've designed many games in a wide range of styles, from lightweight family games to 2-hour euros and I couldn't resist designing a word game when I had the spark!

WHAT'S IN A WORD

Initially my first idea for a word game was to use Venn diagrams where players would be rewarded for placing words in intersection circles in a logical or humorous way. If only it were that easy... We had many failed attempts to make that initial idea work and eventually the core concept began to evolve.

I had previously worked on many playtests with a fantastic game designer and co-designer of *Landmarks*, Rodrigo Rego. Since he had a strong lineup of trivia games, I wanted his opinion on some of the concepts

we had been working on. Through many discussions and back-and-forth we eventually abandoned the Venn diagram and conceptualized associating words on a board with an objective. Explore an island where there are treasures and supplies, but also dangers and traps. Players would attempt to find all the treasures by placing clues with words on the correct space on a map. These words could be placed adjacent to each other to create paths as if you were exploring that island!

The game that would eventually become *Landmarks* was born!

RISK AND REWARD

An early design concept that has lasted since the very first version of *Landmarks*, is the presence of two "risk-reward" loops, in pursuit of the main objective: obtaining all treasures. You have limited turns to get them. Water tiles "refill" your turns, while Trap tiles waste an additional turn AND reduce your refill capacity. You also have to dodge the Curses, as they can mean game over. At the same time, finding an Amulet allows you to cancel a Curse.

I'll tell you the coolest thing about it: the narrative that players build together with the words written on the board creates a fantastic artifact of play that remains etched in memory, ensuring unique matches.

MAPS AND MAPS AND MAPS!

But the task of creating a high number of maps to promote replayability was daunting. Initially we hand drew them! Then, one sleepless night, an idea came to me... We could have an App for that! We could generate maps where, by using Dijkstra's algorithm, there would be a free path to the treasures after a certain number of turns taken. Curses would turn into impassable paths, traps into paths with greater weight and I would guarantee minimum distances between treasures, amulets, and water, etc.

I managed to come up with an algorithm: "create a random map and check if it meets all the conditions, if it doesn't, throw everything away and create a new one". It was slooowwww, but enough to generate a list of ~1500 maps! Now, I needed an application for players to generate and consult maps. After some attempts and failures, I managed to set up a small Flask server.

At this time the game was called *Cave of Secrets*, as the game's original theme transitioned from island theming to a cave with dragons! Eventually we'd find our way back to the island after visiting a haunted house... But that's another story.

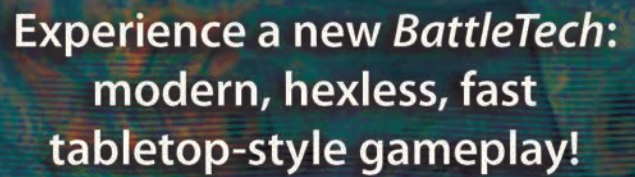
We felt that we had something special and the next step was to see if publishers thought so too! Floodgate Games was a great choice for us, as they not only shared excitement for the project, but shared all the premises that we believe made this game successful.

Landmarks is the first game I've co-designed that will be released outside my country, and I'm very excited to see it take off later this year! *Landmarks* will be released in the Fall of 2024 from Floodgate Games. Look for your copy wherever amazing board games are sold!

Thanks for reading!

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CAT35690: Alpha Strike Box Set

EXPLORING THE HAUNTED HALLS OF TWILIGHT MANOR



TANTO CUORE: MOMENTO MORI - TWILIGHT MANOR

GGD JPG006 PI | Available Q2 2024!

As dusk settles over the ancient manor, a haunting atmosphere envelops the players gathered around the table. In the world of *Tanto Cuore Twilight Manor Memento Mori*, a spooky feeling grows within the haunted manor, promising thrills and challenges at every turn.

Before venturing into the depths of the mansion's mysteries, players meticulously prepare their House, a personal sanctuary within the game. Each player's House serves as a haven for their cards, housing their draw deck, discard pile, and playing area. Within this space, the souls of both "Maids" and "Butlers" await deployment, ready to serve their master's bidding.

The game unfolds in a series of phases, each turn a delicate dance between strategy and chance. In the Starting Phase, the stage is set for the unfolding drama, as players navigate the effects of set-aside cards and contend with the whims of restless spirits.

As the heart of the game, the Serving Phase sees players strategically deploying character cards to navigate the mansion's treacherous terrain. Whether confronting spectral adversaries or bolstering their ranks with fresh talent, every decision shapes the course of restoration.

In the Employ Phase, players seize the opportunity for growth, expanding their staff through the expenditure of Love cards. Each new addition brings the mansion one step closer to its former glory, unlocking the potential for greater achievements.

As the turn draws to a close, players bid farewell to spent resources in the Dismiss Phase, clearing the path for new possibilities. With each fresh hand drawn, the saga of Twilight Manor unfolds, each player vying for dominance amidst the haunting specter of the mansion's past.

Amidst the hustle and bustle of restoration efforts, players must contend with the whims of fate in the Séance. Participating in the mystical gathering, characters are offered up to the ritual circle, their fates intertwined with the drawn Tarot card. Spirits are unleashed or banished based on the haunting number, shifting the mansion's eerie landscape with each twist of fate.

As the game reaches its climax, either through the restoration of all Rooms or the depletion of available characters, the player with the most Victory Points emerges triumphant. In the shadowy halls of Twilight Manor, only the bravest and most cunning will claim the title of master of the mansion.

We interviewed Ross Allison, the Game Designer, to gain insight into his journey of game creation and how his experiences have influenced his current projects. He also shared some details on *Tanto Cuore: Memento Mori*.

Are there any board games from your childhood/teenager years that had a significant impact on you?

RA: I knew I liked designing games when I was a child. I would make new cards or new pieces for my favorite games just to keep the game more interesting for me. Some games, I never wanted them to end, even if I lost.

What sort of gamer are you?

RA: I love the idea of a group of friends coming together to have fun, laugh and sometimes trying to kill each other. Who needs enemies when your closest friends have no trouble sacrificing you to win the game.

Are there any specific mechanisms you find particularly effective?

RA: Outside of just having fun playing with sexy maids and hot butlers, players are now more engaging with each other.

What does it take to design a game?

RA: Lots of creativity and play testing. A good idea may look good on paper, but it's not until you fiddle around with the mechanism that you really begin to understand what's involved in designing a good game.

How do you approach playtesting?

RA: Number one, don't depend on your friends and family to help you develop a game. In all honesty, they are most likely not going to be honest with you. Go to your local gaming store or gaming groups online to get their honest opinion.

Can you explain quickly how to play *Tanto Cuore Memento Mori*?

RA: It's a deck builder that now relies on resources to help achieve goals in claiming rooms for VP points, with a paranormal twist.

What are the new mechanisms?

RA: Someone once told me that Tanto was a game of solitaire that you just played with your friends, so ever since T5, I wanted to add more elements that allowed players to interact with each other. Now you can hire workers, partake in seances, play in a graveyard and do your best to keep the ghosts at bay.

How do you incorporate player interaction and engagement?

RA: By giving the player more options in having the opportunity to interact with each other. With T6, players can have ghosts turn against another player or see what Madame Damnable may have in store for those in her Séance circle. Most fortunes are good, but some may be unfortunate for other players.

...



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SPOTLIGHT ON



GAME TRADE MAGAZINE #294

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 294\$3.99

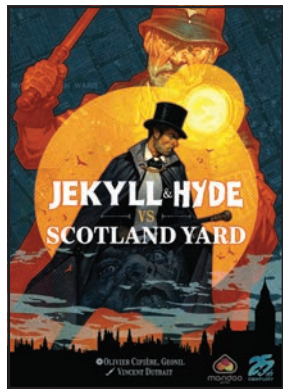
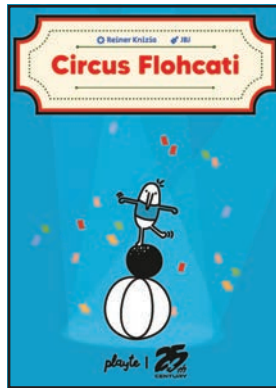
ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

CIRCUS FLOHCATI

Collect sets of circus acts to put on the best show on Earth. A new version of the classic game from 1998 by Reiner Knizia. Scheduled to ship in August 2024.

25C 57000\$14.99



JEKYLL & HYDE VS SCOTLAND YARD

Jekyll & Hyde vs Scotland Yard is a co-operative trick-taking game for two players that's a standalone spin-off of *Jekyll vs. Hyde*. You're Dr. Jekyll, the kind doctor and valuable friend but you're also the infamous Mr. Hyde, who is hunted by Scotland Yard for the many misdeeds committed in the City of London. Your objective is to maintain the balance in the duality of your personality, while staying ahead of Scotland Yard's investigation. This is a story-based game in which you have to achieve the objectives of every chapter of the story to complete the game. Scheduled to ship in August 2024.

25C 54000\$24.99

WITCHCRAFT!

Witchcraft! is a fast-playing, card-driven solitaire game where you lead a coven of witches in a fantasy world where magic is real and so are the monsters. Building on the hidden/revealed mechanism of *Resist!* you will decide when to use magic to defeat the challenges you face revealing yourself to your fellow villagers and being imprisoned for witchcraft. As you complete missions and defeat enemies you will try to prove to the villagers that magic is not evil, and convince a jury that you are protecting the village. Three jurors will decide your fate and their conviction is strong. Can you persuade them? Or will evil overcome you and the village? Scheduled to ship in August 2024.

25C 61000\$24.99



ARC DREAM PUBLISHING



DELTA GREEN RPG: GOD'S EYE

A mathematician inexplicably vanishes from a secretive company in Reno, a company that specializes in the software that allows high-flying drones to spy on every inch of the city. She is only the first. Can the Agents recognize a pattern of killings and disappearances in time? Or will they be next to fall under the unblinking gaze of a pitiless power? In *God's Eye*, Delta Green confronts the dread of an inexorable government panopticon, the terrors of unnatural revelations deeper than the death of privacy, and the horrors of violent backlash to desperate vengeance. Scheduled to ship in June 2024.

APU 8169\$19.99



DELTA GREEN RPG: GOD'S LAW

A shockingly, unnaturally gruesome death brings your Agents to Los Angeles. Their investigation quickly brings them into contact with the massive Los Angeles Sheriffs Department, long recognized by federal agencies and civilian whistleblowers as one of the most corrupt institutions in the country. One of the many criminal gangs that work as deputies has a particular interest in the Agents pursuits. A gang that met the unnatural and began twisting older, deeper laws towards the tired avarice of police corruption. They expected the usual complicity at every level of government. Instead, they find Delta Green. The question for the Agents is not whether they face the rot of the unnatural. Its how far the rot spreads. And how deadly the response will be when they start burning it out. Scheduled to ship in June 2024.

APU 8171\$24.99



DELTA GREEN RPG: GOD'S LIGHT

It is madness to cross the threshold. It is evil not to seek the threshold. Which do you choose? A seemingly ordinary American mass shooting draws the attention of Delta Green. Evidence that the shooter left behind seemed to come from not some unknown place but some unknown version of reality. The investigation finds a social media app called *Picky Eater*. But is it more than an app? A modified OS? A firmware update? An inexplicable hardware update? *Picky Eater* curates your social media feed, picking and choosing experiences to suit your desires. But it may reach far deeper than that. It may reach to strange places that stand on either side of the border between worlds, between realities, between madness and evil, and force your Agents to choose. Scheduled to ship in June 2024.

APU 8172\$24.99



DELTA GREEN RPG: GOD'S TEETH

God's Teeth follows the Agents across nearly twenty years of dire history: *Go Forth* (2001): The Agents fall onto a long timeline of bitter choices and terrible repercussions. *The Long Years* (2001-2016): The Agents are recruited into the new Delta Green, the official Program. *Red Thoughts* (2016): Repercussions from *Go Forth* swim to the surface of public awareness. *White Teeth* (2016): The Agents must seek victims who survived that awful night of *Go Forth* and became monstrous themselves, murderous youths who work to sharpen the Teeth. *The Spiral* (2016-2020): The influence of the god that claims the Agents seems only to grow. *The Hidden God* (2020): As the world embraces plague, the Agents must trace the consequences of their actions, confront impossible foes, and face the appalling force that cursed them. Scheduled to ship in June 2024.

APU 8123\$49.99



**DELTA GREEN RPG:
THE GOOD LIFE**

The wealthy Atlanta suburb of Druid Hills hides secrets. For decades, its children have vanished from public view, withdrawn from school, never reported missing but never seen again. Retired detective Joe Dawant and the nonprofit Center for the Missing Child have witnessed countless crimes visited upon the vulnerable. Are even the wealthiest and most privileged not safe? But the gates of Druid Hills are shut. They want nothing to do with outside investigators. They have property values and family values to protect. They have police and politicians on their side. They have houses filled with finery, basement chambers no one suspects, and appetites they need not explain. When Dawant asks Delta Green for help, your Agents may learn just how deep the horrors of Southern prosperity can go. Scheduled to ship in June 2024.

APU 8129\$19.99

ARCANE TINMEN

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SILVIE

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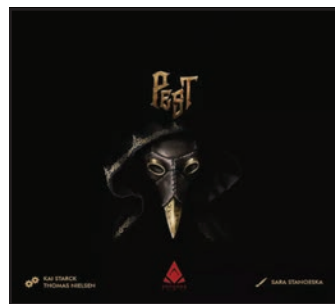
ARCHONA GAMES



LIGHT IN THE DARK

Welcome to *Light in the Dark*, the solo board game where you take on the role of a courageous plague doctor, on a quest to heal a region afflicted by the deadly plague. The journey ahead won't be easy, as you'll face fierce monsters and dangerous bandits who are determined to stop you. You'll need to use all of your skills and resources to complete challenging quests that will put your strategic thinking to the test. Whether it's finding a rare herb or curing the sick, each task will bring its own unique set of obstacles and rewards. As you progress through the game, you'll gain powerful abilities that will help you overcome even the toughest challenges. Scheduled to ship in April 2024.

ARQ 170\$16.99



PEST

Once standing tall and great, we now need to rediscover and rebuild our fallen cities. There are still survivors among the ruins we must take them in our care and cure them. In order to stay ahead of the plague, we must implement new inventions and technologies. Our influence will expand as we rebuild, but the plague will still lurk in the shadows, ready to strike when we least expect it. Once it does, it will be difficult to adapt, but we will survive. Scheduled to ship in April 2024.

ARQ 150\$39.99

BANDAI CO.



**DRAGON BALL SUPER FUSION WORLD TCG:
OFFICIAL CARDCASE DISPLAY (12)**

Card case comes with promo cards and energy markers! In addition to the promo cards with different illustrations of the cards in FB02, separators and energy markers with illustrations of the SCR cards in FB01 will be included in the package! A luxurious card case with a special design! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2753011PI

**DRAGON BALL SUPER FUSION
WORLD TCG: OFFICIAL
PLAYMAT 01**

These cool designs are designed to appeal not only to players but also to collectors who love the artwork!

BAN 2753012PI

**DRAGON BALL SUPER FUSION
WORLD TCG: OFFICIAL
PLAYMAT 02**

These cool designs are designed to appeal not only to players but also to collectors who love the artwork!

BAN 2753013PI

**DRAGON BALL SUPER FUSION WORLD TCG:
OFFICIAL SLEEVES 02 DISPLAY (12)**

Contains 3 packs each of 4 different designs with 64 sleeves per pack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9046871PI

**ONE PIECE
CARD GAME**

ONE PIECE TCG: OFFICIAL SLEEVES SET 8 DISPLAY (12)

Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9046931PI

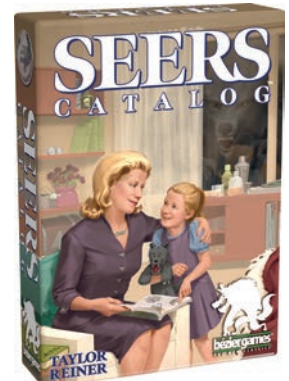
BEZIER GAMES



REBEL PRINCESS

Snow White, The Little Mermaid, Cinderella and many other fairy-tale princesses are having a private 5-day-long ball. The Prince Charmings, who have not been invited, attempt to infiltrate this party to propose to these young women. As a free and independent woman, you seek to avoid as many marriage proposals as possible for you are a *Rebel Princess*! Inspired by the classic card game *Hearts*, princesses must use clever card play, their unique princess powers, and the unique round rules to avoid proposals and stay single. Scheduled to ship in August 2024.

BEZ RPSE\$14.95



SEERS CATALOG

The latest edition of the *Seers Catalog* has everything you need for stopping werewolves. Can you limit yourself to the essentials in time to save the village? *Seers Catalog* is an almost-shedding card game in which each player tries to get rid of almost all of the cards in their hand. Each round, players have a unique set of artifacts that give them asymmetric abilities to help manage their hand of cards. When one player runs out of cards, the round is scored: Each card is worth -1, but if you have five or fewer cards in your hand, the lowest value on those cards is worth positive points! Scheduled to ship in August 2024.

BEZ SEER\$14.95



XYLOTAR

In the card game Xylotar, you've found the long lost xylotar schematics from the instrument original designed by Bobby McColdsnap and Keifer Basset. This unique musical device was based on both xylophone and synthesizer technology in the mid 80's, and was created as an alternative to the keytars of the era. Without knowing exactly how it should work, play until you discover the sweetest sounds. The player who scores the most points has found the perfect balance of 80's synthesizer rock and modern carimba-style melodies. Only then can you mass produce the xylotar, succeeding in your goal of achieving moderate commercial success! Scheduled to ship in June 2024.

BEZ XYLO.....\$14.95

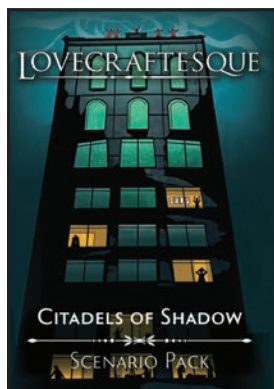
BLACK ARMADA GAMES



LOVECRAFTESQUE RPG: SECOND EDITION

We are going to tell a story together. The story of a lone individual stumbling upon clues to a terrible evil. At first they dismiss it, but piece by piece a picture emerges, until suddenly it becomes impossible to deny. The horrifying truth is laid bare and they are consumed by darkness. *Lovecraftesque* is a GM-less tabletop game that creates a compelling cosmic horror tale in a single session of play. 2-5 players each share control of a single character who is the witness to the terrible horror you will create, and each contribute to the horror itself. It can be played solo or with a group. *Lovecraftesque* is a great pick-up or convention game, telling a complete story in around 2 hours, with zero prep required. Scheduled to ship in June 2024.

BAR LC001.....\$49.99



LOVECRAFTESQUE RPG: CITADELS OF SHADOW EXPANSION

This expansion pack focuses on those who rule and those who struggle against them. Consists of a set of 52 cards in a printed tuckbox. The print expansion requires the *Lovecraftesque* core box to play. *Citadels Of Shadow* includes these scenarios: *The Hidden Cabinet* by Helen Gould. *The Sea Hungers* by Thomas Manuel. *We Serve And Protect* by Kenneth Hite. *Wolfshead* by Joshua Fox. Each scenario can be played and replayed, and can also be combined with cards from the core deck and those from other scenarios to create even more stories. Scheduled to ship in June 2024.

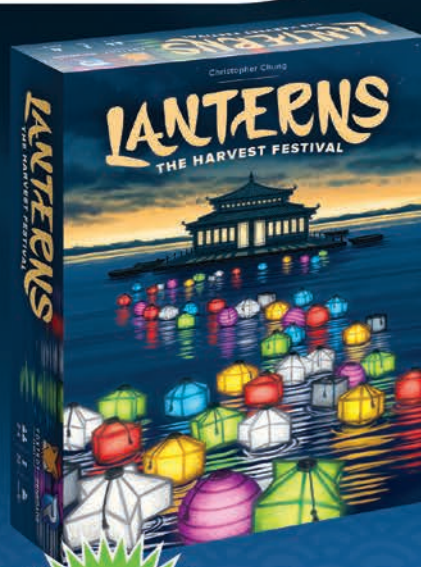
BAR LC002.....\$14.99



LOVECRAFTESQUE RPG: ECHOES OF THE PAST EXPANSION

This expansion pack explores lost histories and the shadowy past. A set of four unique scenarios for *Lovecraftesque*. Consists of a set of 52 cards in a printed tuckbox. *Echoes Of The Past* is NOT a standalone game and requires the *Lovecraftesque* core box to play. *Echoes Of The Past* includes these scenarios: *A Witch's Love* by Michele Gelli. *Nothingness Has A Thousand Endings* by Bryan Thao Worra. *The Copycat Canal Murders* by Becky Annison. *The Outer Gods* by Nick Bate. Each scenario can be played and replayed, and can also be combined with cards from the core deck and those from other scenarios to create even more stories. Scheduled to ship in June 2024.

BAR LC003.....\$14.99



Rediscover Lanterns: The Harvest Festival

- *Lanterns: The Harvest Festival* is a tile-placement game set in imperial China.
- Players act as artisans decorating the palace lake with floating lanterns.
- Place tiles to gain Lantern cards.
- Dedicate sets of lantern cards to gain the honor points you need to win the game!

RS00502

MSRP \$35



www.renegadegames.com

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LOVECRAFTESQUE RPG: WAVES OF DARKNESS EXPANSION

This expansion pack plunges you into the cold, briny waters of oceans near and far. Who knows what strange things lurk beneath the surface? A set of four unique scenarios for *Lovecraftesque*. Consists of a set of 52 cards in a printed tuckbox. *Waves Of Darkness* is NOT a standalone game, and the print expansion requires the *Lovecraftesque* core box to play. *Waves Of Darkness* includes these scenarios: *Atlantis Swallowed* by Becky Annison. *Blow Ye Winds* by Sasha Sienna and Jonathan Sims. *The Siren's Caw* by W.H. Arthur. *Through The Waters, Darkly* by Josh Fox. Each scenario can be played and replayed, and can also be combined with cards from the core deck and those from other scenarios to create even more stories. Scheduled to ship in June 2024.



BAR LC004.....\$14.99

BREXWERX GAMES



BXW 110\$49.95

HOLOTYPE: MESOZOIC NORTH AMERICA

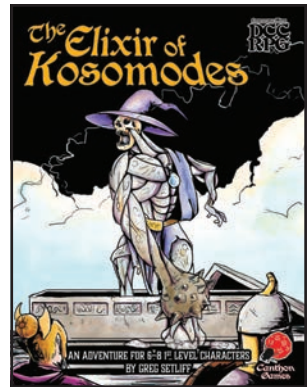
Holotype is a worker placement game about digging for fossils, conducting research and publishing papers about dinosaurs. It's a fast-paced game offering minimal downtime between turns with even 4 and 5 player games completed in under 2 hours. *Holotype* is an ideal game to introduce friends and family members to board gaming. Easy to learn but still has enough strategic options to keep the game fresh and engaging for even seasoned gamers. Victory goes to the player who advances the field of Paleontology the most. Scheduled to ship in July 2024.

CANTHON GAMES

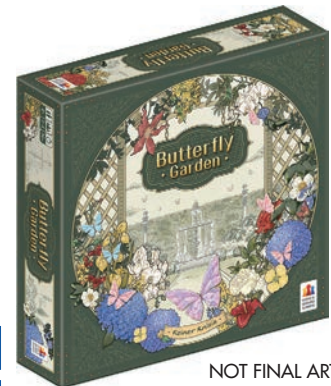
THE ELIXIR OF KOSOMODES

The Elixir of Kosomodes is a level-1, city-themed weird fantasy adventure inspired by the classic 1950s sci-fi thriller *Invasion of the Body Snatchers*. It is fully compatible with *Dungeon Crawl Classics Role-Playing Game* ruleset. Scheduled to ship in August 2024.

GMG CGU45101\$14.99



CAPSTONE GAMES



NOT FINAL ART

BUTTERFLY GARDEN

The butterflies are flying into the flowery paths the fairies laid out. Every fairy wants to fill their flowerbed with butterflies, yet the butterflies simply fly along the path. To lure them into your fairy garden, lay new paths to guide them. Partner up with other players when you share the path with them, that is, until they try to steal away the butterflies! Key Features: From acclaimed designer Reiner Knizia working with aesthetically pleasing boards and 3D acrylic pieces. Strategically lay down path tiles to connect the flower paths. Guide the butterflies to your gardens. The rarer the butterflies, the higher the points. Great for families with minimal rules, yet provides an engaging gameplay experience. Scheduled to ship in September 2024.

CSG BFG01.....\$39.95

SPOTLIGHT ON



PAGAN: FATE OF ROANOKE

Witch and Hunter duel for the fate of Roanoke in an asymmetrical deduction card game. *Pagan: The Fate of Roanoke* is an expandable and asymmetrical card game with one player taking on the role of the Witch and the other the Witch Hunter. The Witch attempts to carry out a ritual of renaturation before being exposed and eliminated by the Witch Hunter. As the witch strives to complete a ritual, the hunter tries to track the witch down and find out its true identity. Embedded in the dark graphics of illustrator Maren Gutt, the fictional story of the lost colony of Roanoke comes to life. The Witch can brew powerful potions, improve their familiar, and cast enchantments and charms. The Hunter will be enlisting allies, claiming strategic locations, and ruthlessly investigating the villagers. Scheduled to ship in August 2024.

CSG PAG01\$44.95



WANDERING TOWERS: PLAYMAT

Scheduled to ship in June 2024.

CSG ABTOW-PM.....\$24.95

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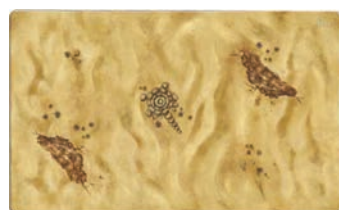
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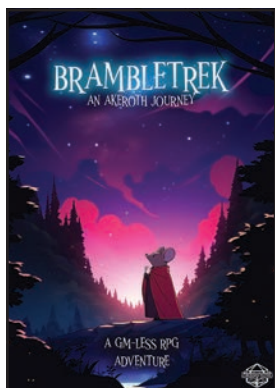


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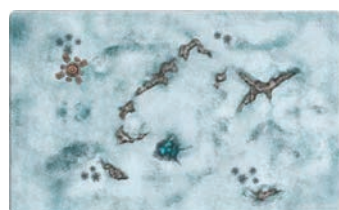


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CROSSED PATHS



**BRAMBLETREK: A GM-LESS RPG
ADVENTURE GAMEBOOK**
The world of Akeroth is a tapestry of vibrant landscapes, from the ancient forests of Hyhill to the towering mountains of Star Peaks. Each step you take will unveil new wonders and unveil the secrets that lie within this mesmerizing realm. Choose from one of four Legacies, each granting you unique abilities and strengths. Will you wield a sword with masterful precision, or unleash the powers of nature with a staff? The choice is yours. This mindful journaling RPG is not just a game, but a gateway to a world of limitless possibilities. It is an invitation to unleash your imagination, to weave tales of heroism and daring deeds. Let the cards guide your destiny, as you write your own story in this captivating realm. Scheduled to ship in August 2024.
GMG CPP0001\$30.00



**ONUS!: DOUBLE-SIDED
PLAYMAT - SNOW**
CGA 15005\$30.00



PASTEL PINK/BLACK
CHX 25664\$4.18



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**CRYPTOZOIC
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**DC COMICS DBG: CRISIS
COLLECTION 2 EXPANSION**
Crisis Collection 2 brings together the third and fourth Crisis Expansion Packs, which expand any DC Deck-Building Game base set with cooperative gameplay and tons of new cards. You'll have to take on Crisis events and Impossible Mode Super-Villains that will put your team to the test! This is not a standalone product. Requires any DC Deck-Building Game base game to play. Scheduled to ship in August 2024.
CZE 80375\$39.99



BROKEN WEAVE



A brand new post-apocalyptic tragic fantasy campaign setting for 5e!

The weave unravels. The gods are dead, the lands are shattered, and the world has begun to forget what it once was. Time and distance have lost their meaning, and the knowledge of how things once were crumbles like ash. Those who remain struggle to survive in a shattered world overcome by Decay — an entropic force which eats at our memories, reshapes the world, and twists people into nightmarish abominations. But all is not lost. Hope survives despite the odds.

Community, love, and trust in one another can remake the world. Walking the old forgotten paths gives them permanence, fractured artefacts from the time before spark memories of what once was, and communities gather to create a new way of life.

Broken Weave is a tragic fantasy setting, where hope and community are the only path to creating something new.





DC COMICS DBG: CROSSOVER COLLECTION 2 EXPANSION

Ready to add more to your *DC Deck-Building Game* experience? *Crossover Collection 2* brings together three fan-favorite Crossover Packs that take you to the past (Justice Society of America), present (Green Arrow), and future (Legion of Super-Heroes). This is not a standalone product. Requires any *DC Deck-Building Game* base game to play. Scheduled to ship in August 2024.

CZE 80412.....\$29.99



DC COMICS DBG: JUSTICE LEAGUE DARK EXPANSION

Play as the Super-Villains of Injustice League Dark! New Super Hero Nemesis cards for you to defeat! New main deck cards to Transform and Seal away. Cursed Weakness cards that curse you with additional penalties or special benefits. Nemesis Reward cards allow all Nemesis cards from your *DC Deck-Building Game* collection to be used in a *DC DBG: Justice League Dark* game. Scheduled to ship in June 2024.

CZE 80290.....\$19.99



DC COMICS DBG: RIVALS - SHAZAM! VS BLACK ADAM

SHAZAM! Shout the magic word and *DC Deck-Building Game: Rivals Shazam! vs Black Adam* will put you at the center of the battle between the iconic rivals. Each player has three unique character cards, each with more incredible abilities and a higher cost than the previous one. Will Shazam be able to assemble his super family in time to defeat Black Adam or will Black Adam achieve victory no matter the cost? Scheduled to ship in July 2024.

CZE 80306.....\$24.99

CUBICLE 7



BROKEN WEAVE RPG: CORE RULEBOOK (5E)

Magic is broken, the gods are dead, and survivors are scattered across a shattered land. Hope and community are the only path to creating something new. Explore a post-apocalyptic world of horror and hope where you must fight for survival and try to rebuild the world. Scheduled to ship in July 2024.

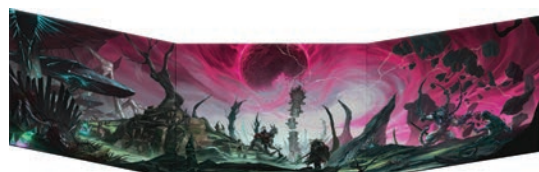
CB7 0100.....\$59.99



BROKEN WEAVE RPG: COLLECTOR'S EDITION (5E)

The Broken Weave Collector's Edition features a treated thermal faux-leather cover with embossed silver foil with the Broken Weave logo subtly debossed below. It has silver edging on the pages, and a trio of bookmark ribbons to help you navigate this outstanding tome. Scheduled to ship in July 2024.

CB7 0113.....\$119.99



BROKEN WEAVE RPG: GAMEMASTER'S SCREEN (5E)

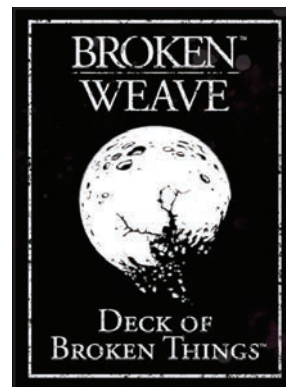
Scheduled to ship in July 2024.

CB7 0110.....\$29.99

BROKEN WEAVE RPG: DECK OF BROKEN THINGS (5E)

The Deck of Broken Things lets you take any 5e monster or location and add them to the Broken World! Apply bizarre Decayed Transformations to turn any creatures into a nightmarish abomination ready to torment the people of the Broken World add strange new abilities, inflict twisted mutations, and apply tragic curses to create countless monsters for your *Broken Weave* game! This deck of 52 cards is an invaluable tool for all GMs of *Broken Weave*. The GM simply draws from the deck and applies the effect to any 5th edition creature! Scheduled to ship in July 2024.

CB7 0111.....\$21.99



CZECH GAMES EDITIONS



LITTLE ALCHEMISTS

Little Alchemists is a family-friendly deduction game that's designed to grow with the curious minds of young players. You'll start by gathering and combining ingredients for brewing potions to sell. As you collect keys by achieving your potion-making goals, however, you'll unlock new chapters that gradually add more components, mechanics, and complexity to the experience. Not sure how to make potions? No sweat! Potion craft takes mere seconds with the free *Little Alchemists* companion app. With each potion you make, you'll begin to discover the secrets that lie at the heart of alchemy. Over the course of seven chapters that unlock over multiple playthroughs, players will learn and master many new facets of the alchemy trade, preparing them for what's to come. Scheduled to ship in September 2024.

CGE 00119.....\$49.95

DAVE TAYLOR MINIATURES



THE ART OF ERIK SWINSON VOLUME 7 HARDCOVER

Erik Swinson is an American painter who loves to create bold, striking pieces that grab your attention and draw you in. Whether it's with smooth blends or textured surfaces, lighting and volumes are an incredibly important part of his approach to painting. A deep, intuitive understanding of color theory leads to an amazing use of unexpected colors in shadows and highlights across all of his miniatures.

DTM 2007.....\$38.00



THE ART OF BJARNI DALI VOLUME 8 HARDCOVER

Bjarni Dali is a miniature painter from the Faroe Islands who loves to explore (and build) the darker corners of the grimdark universe of *Warhammer 40,000*. From the brutal practicality of Underhive industry to the faded glory and deadly intrigue of the Venutian court, Bjarni presents his thoughts and processes here to guide you through your own journey.

DTM 2008.....\$38.00

THE ART OF KATARZYNA GORSKA VOLUME 9 HARDCOVER

Katarzyna Górska (AKA KAHA) is a Polish miniatures artist with an amazing understanding of, and approach to, the way light plays on water, stone, and ice. Her use of color and lines builds an incredible depth that transcends the physical presence of the models she paints, leaving you immersed in dynamic compositions.

DTM 2009.....\$38.00



DEVIR AMERICAS



SAND

In *Sand*, players put themselves in the shoes of these intrepid desert travelers who travel the paths of the board and visit the different towns. They collect goods to take them to other places and thus earn gold for the transport service. They cross the dunes on the backs of their faithful caterpillars, which, cared for, will grow and help players complete their tasks more effectively. Along the way they will be joined by helpful companions and be entrusted with missions that, if completed, will bring good benefits at the end of the journey. Help the plants take root again, and perhaps there is still some

hope for this desolate place... Scheduled to ship in May 2024.

DVR BGSANDML \$44.99

DIRE WOLF DIGITAL

OFFERED AGAIN

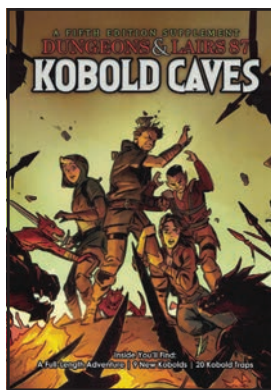
O/A WILD TILED WEST

A frontier of hardworking critters and cheatin' varmints awaits in *Wild Tiled West*! Draft tiles to build new towns across the prairie and help your settlement grow. Defend your citizens from no-good-rotten outlaws, Strike it rich in the mines, or risk it all at the card table! The West is wilder than ever! And it'll take clever strategy and a bit of luck to come out on top! Saddle up and ride off into the *Wild Tiled West*!

DWD 07000 \$65.00



DMDAVE PUBLISHING



DUNGEONS & LAIRS: KOBOLD CAVES (5E)

Prepare your party for an expedition into the enigmatic lairs of kobolds in DM Dave's latest adventure, *Kobold Caves*. Perfectly scaled for parties with an average level of 1, 3, 5, or 8, this Fifth Edition plug-in adventure ensures every group, whether novices or seasoned dungeon delvers, faces challenges tailored to their strengths. As mysterious thefts plague the village of Rapids, your adventurers are drawn into a world of intrigue and moral dilemmas. Will you assist the pilfering kobolds in establishing their dream village, or will you halt their ambitions to restore peace to Rapids? Scheduled to ship in June 2024.

DMD 1060003 \$19.99



HORROR RPG: XANTHOPHOBIA

Xanthophobia is a the first full-length Franchise Setting for the Horror RPG. Inspired by the horror stories of the late Victorian era, *Xanthophobia* takes players to a brand new world of period piece cosmic horror. Experience the roots of cosmic terror and madness driven by the works of Bierce, Chambers, Stoker, Shelley, Byron, and more, who inspired Lovecraft, King, and others. Includes a mind-bending Horror scenario, where the characters are part of a support group for people who have xanthophobia the fear of the color yellow. Scheduled to ship in June 2024.

DMD 1051001-C..... \$60.00

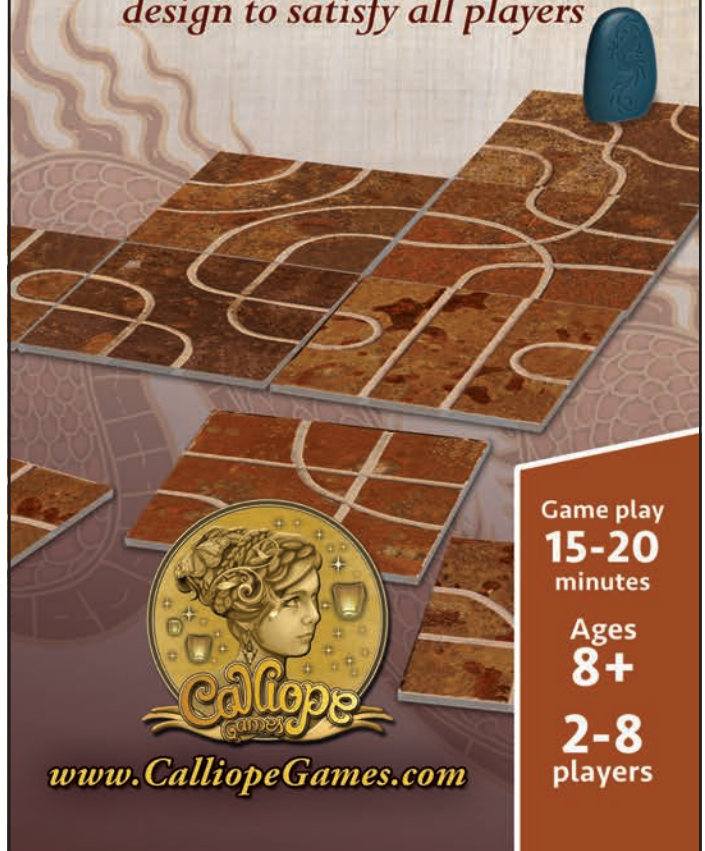
Tsuro

The game of the Path.



Your Journey Begins!

Elegant gameplay and gorgeous art bring to life this zen-like modern classic, with intuitive yet strategic design to satisfy all players



Game play
15-20
minutes

Ages
8+

2-8
players



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GAMES

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GTM

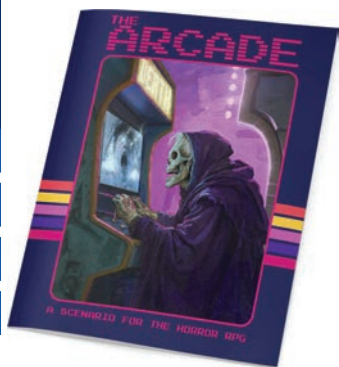
JUN 2024

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GAMES

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HORROR RPG: THE ARCADE SCENARIO

The Arcade is a Horror RPG Scenario takes place in a dimly-light, nostalgic arcade, where a group of unsuspecting teens unwittingly insert a cursed coin into a vintage game machine, unleashing pixelated characters that leap into reality and begin a chaotic, digital onslaught. Scheduled to ship in June 2024. DMD 1050003B\$30.00

JUST PASSING THROUGH: INNS AND TAVERNS

Just Passing Through: 20 Inns and Taverns for Any Fantasy RPG is a comprehensive compendium designed to enhance your tabletop role-playing experience with vibrant and diverse locations for your characters to visit. Within these pages, you will find 20 unique and imaginative establishments, ranging from cozy inns nestled in picturesque villages to shadowy gambling dens in bustling cities. These locales are more than just places to rest or refuel; they are interactive settings where adventures unfold, offering opportunities for role-playing, exploration, and unexpected encounters. Scheduled to ship in June 2024. DMD 1040003\$15.00



DRACO IDEAS



1212 LAS NAVAS DE TOLOSA

1212: Las Navas de Tolosa is an asymmetric, two-player wargame in which Almohad and Christian troops face each other, reliving the emblematic battle of the Reconquista. It is a fast game with a very contained deployment, in which the battle is decided in about 30 minutes, with a card engine to determine the initiative and the outcome of the combat. Scheduled to ship in August 2024. DRA 01000\$29.00

2GM TACTICS: DELUXE EDITION

2GM Tactics is a tabletop wargame that allows you to recreate epic battles between the United States and the Germany in the Western Front of the European Theater on World War II. It is a game for 1 to 4 players with a strong army-building component, where cards represent military units and the various actions they can perform on the battlefield. The game includes a revised and improved Solo Mode, 12 Special Scenarios and 24 Historic Scenarios across 4 complete Campaigns. This third edition is fully compatible with the rest of the material already published. It has a box of the same size as 2GM Pacific. Scheduled to ship in August 2024. DRA 06000\$65.00



DRACO STUDIOS

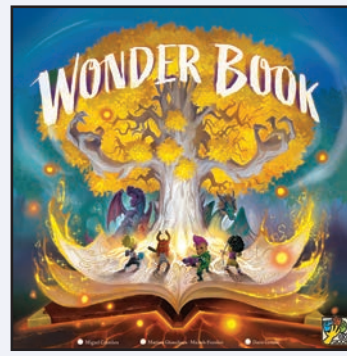


SEA DRAGONS

Humanity has become more daring when sailing the seas. More and more pirate ships venture into the forbidden seas of the gods, endangering their underwater kingdoms and the strange creatures that live there. In Sea Dragons, you must protect the seas by sinking pirate ships, collecting their treasures, and becoming the legendary protectors of the aquatic kingdoms. In the game, each participant plays as a family of sea dragons who are seeking to become the protectors of the forbidden seas. Scheduled to ship in August 2024. DAO 51101\$38.00

DV GIOCHI

SPOTLIGHT ON



WONDER BOOK

Wonder Book is a pop-up adventure board game for 1 to 4 players in which each player takes the role of a teenage kid in a group of adventurous friends. This is a cooperative game, where you all win or lose together as a team. Featuring finely sculpted miniatures that you will be able to paint yourself and a ton of full color paper engineered pop-up terrain. Wonder Book will hit all the right notes for you and your family and invoke all those happy moments when colors, shapes, and 3 dimensions met your love of reading. DVG 9042.....\$59.99

EXALTED FUNERAL PRESS



THE DEAD ARE COMING RPG

The Dead Are Coming is a minimalist, classically-inspired RPG about survival in a post-apocalyptic world where the dead have risen and other survivors can be much worse than the undead. Characters in this game are common people who have been struggling to survive, find their loved ones, keep them safe and just trying to keep living. They all carry resources like Food, Water, Fuel and Bullets, that are essential to their survival. These resources are used to barter with other survivors and determine how long they can survive on their own. Groups of survivors can also form bands under their command to improve their survivability, and, if they find a safe place to stay, build a community and start recruiting other like minded people to live with them, and, who knows, rebuild civilization? Scheduled to ship in August 2024. EFP Z0080\$21.00



LOST IN THE DEEP RPG:

SOLO RPG

You are the last survivor of a band of dwarven warriors who have come to the lost halls of the Kingdom Under the Mother Mountain, to retake it and rebuild it in the name of your ancestors. After months of wandering the almost endless halls of the dwarven ruins, your band unwittingly set free an ancient evil that lay asleep for generations, and one-by-one, it killed your companions in the most terrifying ways possible. You search for an exit from the mines, but all you can find are endless halls and the damned creatures serving that Evil in the Shadows that awakened and destroyed your people. Can you reach the surface before the ancient evil finds you? Scheduled to ship in August 2024. EFP Z0006\$12.00

MYSTIC PUNKS RPG:

COLLECTED SOLO EDITION

The solo game of magical burnouts! Students have gone missing at Star Valley High School and no one seems to care. You determine that their disappearances are the result of an otherworldly invasion. As a teenage misfit, you've only ever used your mystic powers to perform dark rituals, but now those powers are the only thing that can save your classmates and stop a supernatural legion from consuming you and your school. Mystic Punks: Collected Edition contains the four out-of-print roleplaying game zines and a new, final scenario that concludes your adventure! This is distinct from the forthcoming group play Mystic Punks. Scheduled to ship in August 2024. EFP 01001\$25.00



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Coming Fall 2024!

LANDMARKS

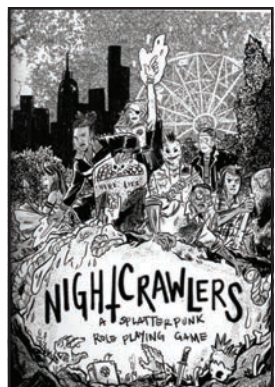
MAKE A WAY WITH WORDS





GAMES

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NIGHTCRAWLERS RPG: A SPLATTERPUNK ROLEPLAYING GAME

Tonights the night, and that only means one thing - the Nightcrawlers are running wild! In *Nightcrawlers*, you play as kindred - punk monsters who live right under humanity's nose. To survive the night and make rent, you'll have to go up against monster hunters, government agents, street gangs, rival factions, and beings who want to destroy reality as we know it. What are you waiting for? Grab some friends, some dice, your favorite grunge album, and a bat covered in barbed wire - the Underground is dying to tear you apart! Scheduled to ship in August 2024.

EFP Z0009\$15.00



OLD-SCHOOL ESSENTIALS: ZINE - ISSUE 1 KALUNGA PLATEAU

Hidden in the depths of the most secluded jungle is a plateau dominated by monstrous beasts and primal tribes. This place holds uncountable amounts of gems, gold and silver within long forgotten caverns, protected by reptilian monsters, humanoid beings and powerful shamans. Are you brave enough to explore the Kalunga Plateau? This product is an unofficial module for *Old School Essentials*, but is also compatible with most OSR games. It is a toolkit containing a setting, rules for character creation, a list of new spells, new creatures and many tables with content to play at the Kalunga Plateau; an unknown place hidden in your campaign setting ready to be explored. For use with OSE. Scheduled to ship in August 2024.

EFP Z0004\$15.00

TEPHROTIC NIGHTMARES: MORK BORG ADVENTURE

Stockholm Kartel and Exalted Funeral present an adventure for *Mork Borg* from Luke Gearing. To the North is an ocean without water. A5 160 page hardcover comes with three maps, a chit sheet and envelope. Scheduled to ship in August 2024.

EFP 01043\$40.00



PORTENTS OF A DYING GOD: MORK BORG OMEN DECK

The second Omen Sacrifice Deck to be produced, this is a slimmer deck of 33 cards that a PC can draw from in exchange for sacrificing one of their Omens. However, unlike Portents of the Degloved Hand, PCs only roll a die once they choose to use the Portent they've drawn. Each of the 33 cards includes the outcomes that are determined by what a PC rolls when they use their Portent. This deck comes with two custom thorn d4s, designed exclusively for this product. Scheduled to ship in August 2024.

EFP 01044\$35.00



RIVERBEND RPG

Riverbend is a minimalist game inspired by and hacked from *Tunnel Goons* by Nate Treme. You and your friends play a bunch of villagers going on Fishing Quests to supply your village with food, explore new water paths, hunt terrifying water monsters, and maybe even look for lost artifacts. When going into a Fishing Quest, you must prepare yourselves with specific equipment, and also with kitten companions. Every village raises cats so they can help villagers during Fishing Quests. These cats are descended from the first cats who came from outer space hundreds of years ago, and are gifted with special abilities. It includes tools for character and river basin generation, as well as Fishing Quests, monsters and navigation! Scheduled to ship in August 2024.

EFP Z0008\$17.00



FIRESIDE GAMES



ZOOMIES

You're a dog walker helping your pups at the dog park make friends, become the leader of the pack, collect bones, and get the zoomies. Your goal is to score the most points by matching a dog tile to the middle of the table and placing a scoring token on that tile. Tokens give you points based on adjacent dogs, bone icons, and more. Play your dogs right and you can add points to a previous token while digging up a whole new way to score. At the end of the game, score each token to see who's top dog. Scheduled to ship in August 2024.

FSD 1022\$24.95

FREE LEAGUE PUBLISHING



THE LORD OF THE RINGS RPG: MORIA - SHADOW OF KHAZAD-DUM (5E)

For long ages, the great city of the Dwarrowdelf was the seat of Dwarven kings. Deep they delved beneath the roots of the mountains in search of Mithril, the fabled Moria-silver. Wonders they wrought there, by the light of crystal lamps. But a thousand years ago, Durin's Bane arose and drove the Dwarves from their halls. The city fell into darkness, becoming an abode of Orcs, Goblins -and worse. But now, there is hope! Countless Orcs perished at the Battle of Five Armies, and it may be the Halls of Durin lie empty once more, waiting to be reclaimed by those with the courage to face the long dark under the mountain. Cross the dread threshold, adventurer, and delve deep! Scheduled to ship in August 2024.

FLF LTR007\$44.99



THE ONE RING RPG: MORIA - THROUGH THE DOORS OF DURIN

For long ages, the great city of the Dwarrowdelf was the seat of Dwarven kings. Deep they delved beneath the roots of the mountains in search of Mithril, the fabled Moria-silver. Wonders they wrought there, by the light of crystal lamps. But a thousand years ago, Durin's Bane arose and drove the Dwarves from their halls. The city fell into darkness, becoming an abode of Orcs, Goblins -and worse. But now, there is hope! Countless Orcs perished at the Battle of Five Armies, and it may be the Halls of Durin lie empty once more, waiting to be reclaimed by those with the courage to face the long dark under the mountain. Scheduled to ship in August 2024.

FLF TOR13\$44.99

FRIENDZY GAMES



SQUIRRELS THE CARD GAME

A fast, fun, and easy-to-learn card game with amazing squirrel art. Players battle to get the lowest score each round by getting rid of their cards. Push, Skip, and Wild Cards wreak havoc on you and your opponents! Use the powerful Squirrel Cards to instantly clear the center pile of cards and keep your turn going! Each game is challenging and exciting. This is a game that everyone will go nuts over. Scheduled to ship in August 2024.

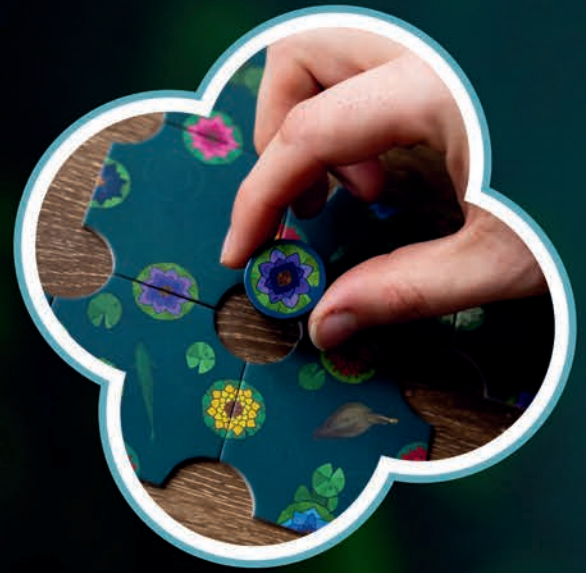
FZY 01000\$21.99



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INCREDIBLE
DREAM



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- 6mm Scale
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- 10x Fully Painted Rough Terrain Sections
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LIGHT & HEAVY WOODS

- 6x Painted Bases
- 18x Painted Light Woods
- 10x Painted Heavy Woods
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- Hextech Mats provide the best base for your battlefield!
- Double sided 33"x22" Neoprene Mats
- Designed to tessellate with themselves and each other, giving you endless setup options, whether you get one of each mat, or the same mat twice.



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HEXT15 & HEXT16

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ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS

BEST SELLER

Aliens: Another Glorious Day In The Corps is a co-operative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

- Recreate awesome scenes from the movie
- Play iconic characters
- Dynamic co-op gameplay
- And all the Aliens you can kill!



\$70

ALIENS11

AVAILABLE NOW

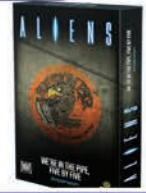
\$60

GET AWAY FROM
HER YOU B***H!
ALIENS13


\$30

ULTIMATE BADASSES
ALIENS12

\$30

WE'RE IN THE PIPE,
FIVE BY FIVE
ALIENS14


BEST SELLER

STAR TREK: AWAY MISSIONS



Lead your away team into the aftermath of the Battle of Wolf 359.

- Lead Riker's away team into the wreckage and defeat the Borg to save Earth
- Or join Locutus of Borg and the Borg Collective to assimilate your opposition.



AVAILABLE NOW

STA001

\$60

DUNE: A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

BEST SELLER

Dune the board game has established itself as an icon of the tabletop over the last 45 years; allowing players to take the role of one of the factions of Arrakis, all of whom have their own special powers that uniquely impact the game, and attempt to gain power through control of the strongholds of Dune.



\$60

DUNE01

AVAILABLE NOW

BEST SELLER

WORLD OF TANKS MINIATURES GAME



World of Tanks: Miniatures Game is an easy to learn, quick play game. Take command of a unit of tanks, destroy your opponent & secure victory!

- Contains everything you need to play.
- Includes 4 fully-painted plastic tanks.



AVAILABLE NOW

WOT01-UP

\$50

FIREFLY: MISBEHAVIN'

BEST SELLER

Firefly: Misbehavin' sees you build your crew and vie for power in the 'verse.

- Control one of four factions in this asymmetrical deck builder.
- Play through unique episodes that change the win conditions and available cards



\$65

FFMB01

AVAILABLE NOW

GATE KEEPER GAMES

7 POLYHEDRAL DICE SETS

Scheduled to ship in December 2024.



INCLUSION DICE: STEAMPUNK
GKG ID690\$19.99



SUI GENERIS DICE: ASTRAL DRAGON
GKG SG3333.....\$16.99



RADIANT (GLOW-IN-THE-DARK) FIREFLY DICE
GKG R0F0.....\$78.99



SUI GENERIS DICE: ELECTRIC BUMBLE BEE
GKG SG08080.....\$58.99

GHOSTFIRE GAMING



FIGHT THE BLIGHT: CORE GAME

Fight the Blight is a competitive card game for 2-6 players. Play your cards wisely and you might get out alive Battle it out in this king-of-the-hill fight for survival amid a zombie outbreak. But watch your back, your friends are plotting against you. Salvage what you can, utilize your unique abilities, and do whatever it takes to evade infection. Will you be the last human left standing? Scheduled to ship in August 2024.

GOS 008001\$21.99



FIGHT THE BLIGHT: DARK PAST VS DOOMED FUTURES EXPANSION

This expansion for *Fight the Blight* adds 2 new settings that can be played separately or together, 8 new Characters (including your favorite content creators), 82 new cards, new strategies, and endless replayability. When the past, present, and future collide who will be left standing? *Requires *Fight the Blight* core game to play. Scheduled to ship in August 2024.

GOS 008002\$11.99

GIGAMIC



ZOOMINO

In *Zoomino*, you want to frame as many animals as possible to display them in your zoo. To set up, take eight frames in a single color, shuffle the dominoes face down on the table, then give each player two dominoes. Each turn, each player places one domino in their play area and another face down in front of the player to their left. They then draw a domino from the table to have two in hand again. You must place dominoes in your area horizontally and adjacent to other tiles to form at least one animal. If you create a real animal, frame it! Scheduled to ship in July 2024.

HBG GTET-EN.....\$14.99

GLAMA GAMES



FOREST OF RADGOST: ACORN VERSION

Forest of Radgost is cooperative story-telling game set in the world of Slavic mythology. You play a character from an unnamed Slavic tribe. The tribe's Zrec sorcerer chose you and a few fellow tribe members for an important mission. You are to venture inside a sacred forest to find and rescue two children who have gone missing from your village. To succeed, you must find your way through a dense forest that plays tricks on your sense of distance and direction. The forest is rich with resources, but to endure your journey, you'll need to be prudent about what you put in your pouch. But that's only half of your troubles. You must also survive numerous encounters with forest creatures that have inscrutable intentions and a wicked sense of right and wrong. Includes 35 character standees. Scheduled to ship in August 2024.

GGR 10092\$79.00



FOREST OF RADGOST: DIVINE VERSION

Forest of Radgost is cooperative story-telling game set in the world of Slavic mythology. You play a character from an unnamed Slavic tribe. The tribe's Zrec sorcerer chose you and a few fellow tribe members for an important mission. You are to venture inside a sacred forest to find and rescue two children who have gone missing from your village. To succeed, you must find your way through a dense forest that plays tricks on your sense of distance and direction. The forest is rich with resources, but to endure your journey, you'll need to be prudent about what you put in your pouch. Scheduled to ship in August 2024.

GGR 10090\$149.00



FOREST OF RADGOST: OAK VERSION

Forest of Radgost is cooperative story-telling game set in the world of Slavic mythology. You play a character from an unnamed Slavic tribe. The tribe's Zrec sorcerer chose you and a few fellow tribe members for an important mission. You are to venture inside a sacred forest to find and rescue two children who have gone missing from your village. To succeed, you must find your way through a dense forest that plays tricks on your sense of distance and direction. Scheduled to ship in August 2024.

GGR 10091\$109.00



FOREST OF RADGOST: PERUNIKA MINIATURES BOX

Includes 34 miniatures for the *Forest of Radgost*. This product does not include a copy of the game. Scheduled to ship in August 2024.

GGR 10003\$59.00

GOODMAN GAMES

BAKTO'S TERRIFYING CUISINE

Bakto's Terrifying Cuisine is the world's premier culinary roleplaying adventure, perfect for a single session of play with starving-level adventurers. Brave challengers scour an immortal demon's dungeon in search of ingredients to create a truly unique culinary dish in hopes of appeasing Bakto's peculiar tastes all under the pressure of a ticking clock. Written for The Vanilla Game and compatible with the fantastic roleplaying game of your choice, *Bakto's Terrifying Cuisine* is the second book in the groundbreaking *Spear Witch Adventure Writers' Series*.

GMG GSW01002\$32.00





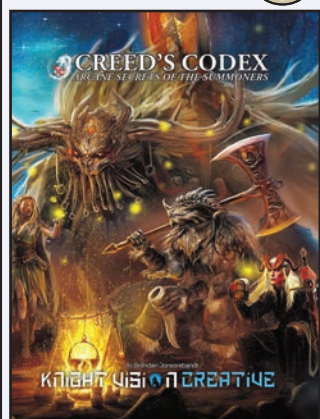
THE BLACK MANSE

The newest creation from the twisted mind of Micah Anderson! Enter the demesne of a hellish anti-paladin and uncover his plans for world domination. Steal dread tomes full of eldritch knowledge. Destroy a cult dedicated to burrowing through the worlds - or join them! *The Black Manse* is a gothic horror adventure in the classic style, written for any fantastic roleplaying game of your choosing. Experience a night of unholy terror!

GMG GSW02001 \$30.00



SPOTLIGHT ON



CREED'S CODEX: ARCANE SECRETS OF THE SUMMONERS (5E)

Unlock the secrets of summoning in 5E with this meticulously crafted guide. Delve into the new summoner class, feats, and spells to summon powerful allies, create dynamic roleplay opportunities with your summoned creatures, and conquer challenges in new creative ways alongside your friends. This book provides the character options needed to play a summoner in 5th Edition.

GMG KVC01100 \$69.99

SPOTLIGHT ON



CREED'S CODEX: LEGENDS OF THE PSIONS (5E)

Unleash the power of the mind in your 5E adventures. Whether you're forging a new character with the formidable psion class or infusing your existing campaign with psychic abilities from the array of feats, spells, creatures, and other psionically-themed content found within - this comprehensive guide is your portal to creating legendary memories. This book provides the character options needed to play a psion in 5th Edition.

GMG KVC01200 \$69.99



HARDCOVER EDITION



FOIL HARDCOVER EDITION

DUNGEON CRAWL CLASSICS RPG: #67 - SAILORS ON THE STARLESS SEA

The classic adventure, now available as a hardcover! Since time immemorial you and your people have toiled in the shadow of the cyclopean ruins. Of mysterious origins and the source of many a superstition, they have always been considered a secret best left unknown by the folk of your hamlet. But now something stirs beneath the crumbling blocks. Beastmen howl in the night and your fellow villagers are snatched from their beds. With no heroes to defend you, who will rise to stand against the encircling darkness? The secrets of Chaos are yours to unearth, but at what cost to sanity or soul? An introductory adventure for the *Dungeon Crawl Classics Roleplaying Game*, *Sailors on the Starless Sea* pits a mob of 0-level adventurers against the legacy of the Chaos Lords and their corrupted hordes. The classic adventure is also now available as a limited foil-enhanced hardcover!

HARDCOVER EDITION GMG 5066HC \$19.99

FOIL HARDCOVER EDITION GMG 5066L \$29.99

Turo: Phoenix Rising

Illuminate Your Path!
Become a brave Phoenix, gliding across the twilight to reach glowing lanterns and transform them into new stars

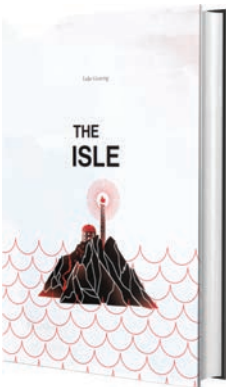
Game play
20-50 minutes
Ages
8+
2-8 players

www.CalliopeGames.com



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THE ISLE

An adventure for *The Vanilla Game* or any other fantastic or historical roleplaying game. This release includes the isle itself, the monks that inhabit it and protect its secret, and the large, open-ended dungeon beneath. This supernatural dark ages adventure can provide weeks of mystery and horror for your table, either as a standalone adventure or added to an ongoing campaign. This is the first book in the groundbreaking *Spear Witch Adventure Writers' Series*. Featuring clean and modern graphic design, the *Adventure Writers' Series* is a stark showcase of some of the best prose in tabletop role-playing games today.

GMG GSW01001\$25.00

XCRAWL CLASSICS RPG: CORE RULEBOOK - DJ SKULL EDITION

Everything that is inside the basic version of the *Xcrawl Classics Core Rulebook*, but with the limited "DJ Skull" cover artwork by Doug Kovacs in two dramatic foil colors.

GMG XCC2.....\$69.99



XCRAWL CLASSICS RPG: MOJO TOKENS

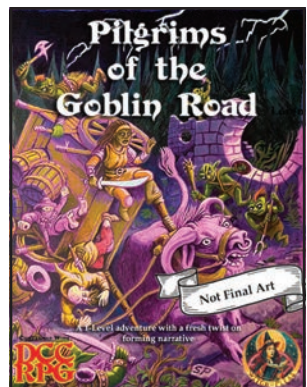
It takes teamwork to excel in *Xcrawl*, and that means Mojo! Mojo allows you to assist your friends to beat the odds and these beautiful tokens help you keep track of it around the gaming table. Each token is adorned with fantastic *Xcrawl* art and are perfect for the judge and players alike.

GMG XCC10.....\$35.00

XCRAWL CLASSICS RPG: DICE SET

Hype up your *XCC RPG* game with this new set of dice. A set of 14 weird RPG dice in gold and black, for use with all of your top-rated encounters-fame and fortune are sure to follow!

GMG XCC9.....\$39.99



PILGRIMS OF THE GOBLIN ROAD

A treasure-laden caravan of pilgrims braves haunted hill forests, only to be assaulted by fanatic goblins and threats from within, possibly even the player characters themselves! Competing agendas among the characters twine with the secret missions of raiders and innocent travelers, whose stories are steadily unveiled as the path becomes ever more perilous. Our adventurers strive to save what lives and loot they can, while battling their way to safety through puzzling traps, cunning foes, and a horde of undead.

GMG WPL-1002\$11.99



GREATER THAN GAMES

SPOTLIGHT ON



COMPILE: MAIN 1

In the card game *Compile*, you are competing Artificial Intelligences trying to understand the world around you. Two players select three Protocols each to test. Concepts ranging from Darkness to Water are pitted against each other to reach ultimate understanding. Play cards into your Protocols' command lines to breach the threshold and defeat your opponent to *Compile*. But be careful! Moving and revealing cards have immediate action. You have to think like a computer, and think ahead, or you'll end up playing right into your opponent's hands. First to *Compile* all three Protocols grasps those concepts to win the game.

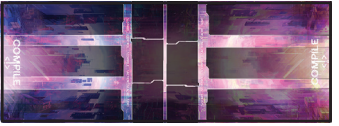
GTG COMP-MN01\$19.99



COMPILE: AUX 1 EXPANSION

In the card game *Compile*, you are competing Artificial Intelligences trying to understand the world around you. Two players select three Protocols each to test. Concepts ranging from Darkness to Water are pitted against each other to reach ultimate understanding. Play cards into your Protocols' command lines to breach the threshold and defeat your opponent to *Compile*. But be careful! Moving and revealing cards have immediate action. You have to think like a computer, and think ahead, or you'll end up playing right into your opponent's hands.

GTG COMP-AX01\$4.99



COMPILE: PLAYMAT

GTG COMP-PM01\$19.99



SENTINEL COMICS RPG: STARTER KIT (2ND EDITION)

In *Sentinel Comics: The Roleplaying Game*, you and your friends play as comic-book heroes - either from the pages of *Sentinel Comics* or from your own imagination! Join forces against terrible villains and fight in dangerous environments, all in a tabletop roleplaying game! The *SCRPG Starter Kit* comes with everything you need to play your first entire super-heroic campaign! This starter kit comes with a ton of information and gameplay content across thirteen booklets. The all-new content is new and improved, better than before thanks to suggestions from amazing fans just like you!

GTG SRPG-KIT2.....\$19.99

GREEN MEADOW GAMES



DAWN

A strategy card game where players try to build a village together. As the game goes on each person secretly chooses whether they want to go for a coop victory or a single-player win. Set in ancient northern Europe, *Dawn* blends strategy with unique player dynamics. As the town is being built there are threats that players need to decide if they want to fight. Amid this players have to also deduce who is helping and who isn't. Scheduled to ship in August 2024.

GRD 02000.....\$25.00

GYLD

DAMAGE DICE DICE SETS

Scheduled to ship in August 2024.



BLUDGEONING ATTACK

GYD DDSET-224-ABLDG\$24.99

GTG

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PIERCING ATTACK DICE SET
GYD DDSET-223-APRC\$24.99



SLASHING ATTACK DICE SET
GYD DDSET-225-ASLSH\$24.99

HORRIBLE GUILD



RAILROAD INK: ARCHIPELAGO BOARDS SET

This expansion pack is compatible with any game in the *Railroad Ink* series. The *Archipelago Board Expansion* comes with four boards and a brand new twist on the classic *Railroad Ink* gameplay: Build your transportation network spanning across multiple islands but beware: you can only draw your dice on one island at a time! These boards also feature a new Special Building, the Warehouse, which allows you to store routes and save them for later use. *Railroad Ink* games are quick-playing roll-and-write games where you roll dice and draw routes to connect exits around your board. Expand your network with railways, highways, and stations to collect points, but you will be penalized for any open connections, so plan carefully! Scheduled to ship in April 2024.

LUM HG179\$11.99

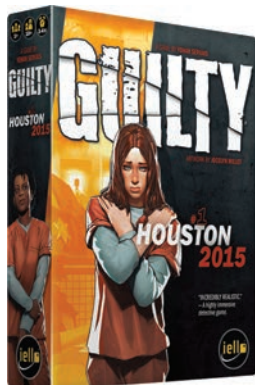
IELLO



CLASH OF MAGIC SCHOOLS

For generations, Magic Schools have been training aspiring magicians in the mastery of the arcane arts of water, fire, earth and air. Each year, the two schools with the most brilliant students participate in the final clash of Magic Schools, an event awaited by all and which affirms the greatness of the victorious school. In this reimplement of the game Babel, each player is the headmaster of one of the magic schools facing each other in the finals of the Tournament of Sorcerers. Be prepared to do anything it takes to help your school win this prestigious challenge. During the game, send your students to face danger in a series of perilous trials across different arenas, while knowing that the rival school will try to steal victory from you at any cost, even by using forbidden magic. Tensions are high... Who will win the Tournament of Sorcerers this year?

IEL 70148\$24.99



GUILTY: HOUSTON 2015

GUILTY: A most realistic detective game. Someone has died in the county women's prison and not just anyone, but Senator Kowalsky's daughter. You're heading to the prison now with a press conference scheduled for tomorrow at which you have to explain what happened, so you need to find answers over the next few hours. To start *Guilty: Houston 2015*, you'll read the introduction, then place the specified cards on the table. Choose a card, then turn it over and read it. What will you find there? Time will keep passing, possibly leading to surprises before you face the journalist pack at game's end to answer their questions as best as you can.

IEL 70008\$15.99

PLUSHIVERSE™

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GAMES

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IRONGUARD SUPPLIES

IRONGUARD MINIATURE DISPLAY CASES

IronGuard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988PI



GAMES

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

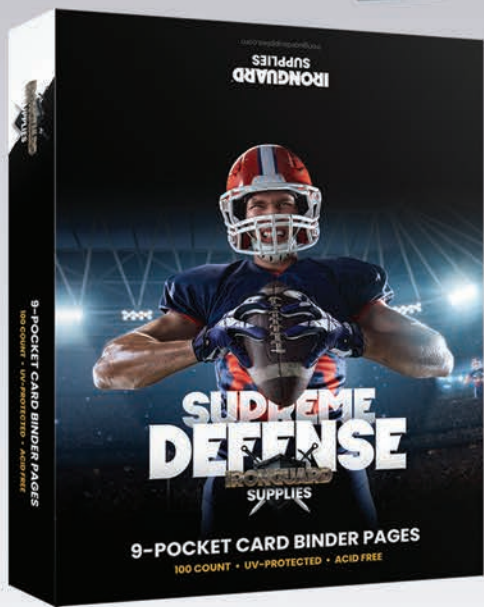
- 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480PI
- 55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481PI
- 75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372PI
- 100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374PI
- 130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375PI
- YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750PI
- BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367PI
- 15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370PI



IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

- 25-COUNT PACK DIA STL230307PI
- 25-COUNT BLACK PACK DIA STL230313PI
- 100-COUNT DISPLAY DIA STL230304PI
- 250-COUNT DISPLAY DIA STL230315PI

IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

- BLACK DIA STL230316PI
- BLUE DIA STL230319PI



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GTM

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**IRONGUARD CARD SLEEVES**

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK (PACK OF 50) DIA STL230344PI
 GREEN (PACK OF 50) DIA STL230334PI
 GREY (PACK OF 50) DIA STL230332PI
 PURPLE (PACK OF 50) DIA STL230336PI
 RED (PACK OF 50) DIA STL230335PI
 YELLOW (PACK OF 50) DIA STL230333PI

**IRONGUARD CARD BOX**

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards. DIA STL230355PI

**IRONGUARD BOARD GAME SLEEVES**

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327PI
 MINI (PACK OF 100) DIA STL230328PI
 EU SIZE (PACK OF 100) DIA STL230329PI
 EU MINI SIZE (PACK OF 100) DIA STL230330PI
 TAROT (PACK OF 100) DIA STL230331PI

IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479PI

**IRONGUARD TOP LOADERS**

Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472PI
 55PT (PACK OF 25) DIA STL215477PI
 75PT (PACK OF 25) DIA STL215478PI
 100PT (PACK OF 25) DIA STL258374PI
 130PT (PACK OF 10) DIA STL258388PI
 180PT (PACK OF 10) DIA STL258391PI
 35PT BLACK (PACK OF 25) DIA STL215473PI
 35PT YELLOW (PACK OF 25) DIA STL215474PI

**IRONGUARD PENNY SLEEVES**

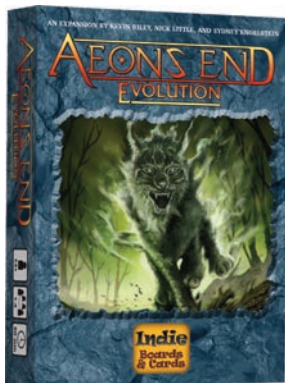
A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

STANDARD (PACK OF 100)PI
 DIA STL230325PI
 GRADED (PACK OF 100)PI
 DIA STL230326PI
 130PT (PACK OF 100)PI
 DIA STL258392PI

ALSO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351PI
 IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353PI
 IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418PI
 IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476PI
 IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475PI
 IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377PI
 IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379PI
 IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380PI
 IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382PI
 IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383PI

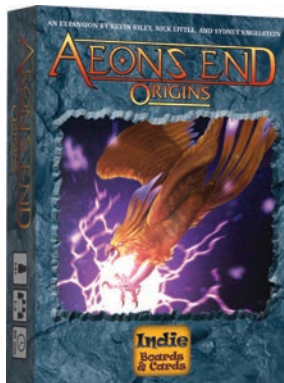
INDIE BOARDS & CARDS



AEON'S END DBG: EVOLUTION EXPANSION

New nemesis, Clouded Mesmer. New mage, Dorian. Also new treasures and market cards. Scheduled to ship in May 2024.

IBC AE7EV1\$19.99



AEON'S END DBG: ORIGINS EXPANSION

One new nemesis, 4 new market cards, 1 new mage mat and deck and 1 pet phoenix sideboard and deck. Scheduled to ship in May 2024.

IBC AE7OR1\$19.99

JULIBERT GAMES



WE CAN PLAY: WOMEN WHO CHANGED THE WORLD

A Dynamic Card Game in which we will discover great stories of *Women Who Have Changed The World!* The aim of the game is to arrange the cards chronologically. You can push your luck at the risk of losing cards. The player who first manages to form a timeline of seven cards, wins the game. Have fun, learn more and get inspired with *We Can Play*. Scheduled to ship in August 2024.

JUL 02000\$19.90

KEYMASTER GAMES



NOT FINAL ART

HARVEST

Plant seeds, tend fields, and harvest crops to make room for more! The harvest season is coming to an end, and you'll need to work smarter, not harder, to have the best year yet. Harvest features an inviting and whimsical world where each player will take on the role of a unique and diverse farmer, sending their workers into the lovely town and fertile fields to grow different crops. With the proper planning you'll reap a great reward! Scheduled to ship in August 2024.

KYM 1201\$60.00

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: 25TH ANNIVERSARY TIN: DUELING MIRRORS

This year's Tin does away with some of the lower rarity slots to give everyone more of the higher rarity people are looking for, including a Quarter Century Secret Rare in each of the three packs! Take pride in your pulls,

since we've united them together into the higher rarities! This year's best of Tin picks pull together popular and sought-after cards from a dozen recent booster sets, including Power of the Elements, Photon Hypernova, Cyberstorm Access, Duelist Nexus, Age of Overlord, Maze of Memories, Amazing Defenders, Wild Survivors, and more! Plus, brand-new art versions of some of Dueling's most famous cards, from Red-Eyes Black Dragon and Dark Magician Girl to Harpie's Feather Duster and Raigeki. With 400 cards in the set, this Tin doesn't just have something for everyone, it's got a whole lot of somethings!

KON 86506\$21.99

KTBG



KTG 368695\$49.00

ENDEAVOR DEEP SEA

Plunge into the modern era, where our planet's vast interconnected ocean scape is one of the last frontiers to discover and explore. Experience a deep new ever-changing adventure in this followup to the smash hit *Endeavor: Age of Sail!* In *Endeavor: Deep Sea*, you head an independent research institute with the goal of developing sustainable projects and preserving the fragile balance of marine life. Throughout the game, you'll recruit field experts and use their abilities to explore new locations, research dive sites, publish critical ecological papers, and launch conservation efforts. Scheduled to ship in August 2024.

LAST NIGHT GAMES

PANDA ROYALE

Each year as the mid-summer festival begins, the seven panda clans gather to celebrate their many years of peace and prosperity. After all the feasts, stories and games the Elders host the annual competition wherein the bravest of all pandas gather together to battle for honor and glory. The panda clans each have their own powers and abilities and the Elders consider those strengths carefully as they assemble their teams from members of each of them. You will play as one of the panda Elders and will choose pandas to join your team from among the seven clans (represented by seven colors of dice). Scheduled to ship in August 2024.

LNG 2024PANDAPI



LEFT JUSTIFIED STUDIOS



FROZEN SHINIES

The Emperor Penguin is a connoisseur of fine jewelry. His excitable but somewhat dim nephew, on the other hand, can't see why you'd prefer an emerald to two pointy sticks. Two is "twice as much" as one! In *Frozen Shinies*, you're a royal helper racing between penguin trading shops, exchanging treasures not to get the most valuable things, but simply to get the most. Can you trade a diamond for a spool of thread, a handful of coins, and a floppy hat? The Emperor Penguin's Nephew will be delighted! Each card has a value from 1 to 14, and most cards have a power. Place a card in the front of one stack and take cards of the same value from the front of another stack.

LJS 720\$15.99



JEWELS FOR THE EMPEROR PENGUIN

The Emperor Penguin loooves jewelry! In *Jewels for the Emperor Penguin*, each player takes charge of a five-member penguin guild that must scale the icy walls of the Valley of the Emperor Penguin, gathering gems emeralds, rubies, sapphires, and diamonds and making advantageous exchanges to acquire the specific gem-recipes needed to claim objective cards that represent the fantastic jewelry the Emperor Penguin covets.

LJS 700\$39.99



SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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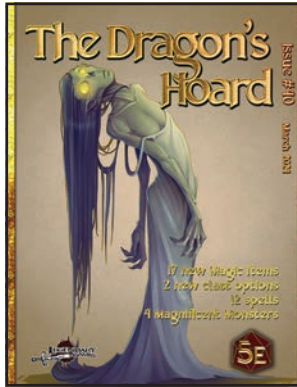


LEGENDARY GAMES

THE DRAGON'S HOARD #40 (5E)

The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of *The Dragons Hoard* takes every new magic item, spell, monster, or other new rules content from our ongoing *Legendary Loot* Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the spiteful dirk, reverberating breastplate, wolf heart elixir, and yoke of the brazen bull! Baskers Books, featuring new spells for every 5E spellcasting class like molten orb, path of glory, mirror hideaway, and curse of burning sleep! Scheduled to ship in June 2024.

LGP 601DH405E\$12.99



LOKE BATTLE MATS



CALENDAR OF MANY ADVENTURES 2025

The *Calendar of Many Adventures 2025* is the wall calendar that is also a playable battle map collection. These 12 beautiful battle maps will look as good on your table as on the wall, and the maps lay flat so are ideal for using with miniatures. The calendar includes digital copies of all the maps for print at home and VTT use, and also included are 12 PDF 5E adventures to play on the maps. Planning for and running game night has never been easier! Scheduled to ship in August 2024.

LBM 048\$16.99

LOONEY LABS

SPOTLIGHT ON

WINNIE-THE-POOH FLUXX (DISPLAY 6)

Join Winnie-the-Pooh, Tigger, and the other friends of Christopher Robin as they romp about the Hundred Aker Wood! Will the Bees get suspicious when Winnie floats up on a Balloon? (Yes, of course!) Will Winnie get stuck in Rabbit's doorway again? (Yes, of course!) Will Eeyore find his tail? (Yes, of course!) Will Piglet catch a Heffalump or a Woozle? (No, you silly old bear, those don't exist!) And now, for the first time, this version of *Fluxx* Includes special new rules designed to allow stuffed animal friends to join in the game.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

LOO 130\$20.00



MATAGOT



EVENFALL

It's Evenfall, and the Clans of Magic are preparing for a new era. Evenfall is the time when the boundaries of reality collapse and the supernatural awakens. The World-Tree opens its glowing gateways to unknown distant regions. Send Witches from your clan to discover and control new Places of Power. Use them for arcane rituals and battle for the favor of the Powerstones. But there is only one seat on the Enchanted Throne! Do you have the skills to lead the world into a new era?

MTA MAT-EFL-001-293\$59.99

MODIPHIUS



FALLOUT: MINIATURES - HOLLYWOOD HEROES (AMAZON TV SHOW TIE-IN)

Scheduled to ship in May 2024.

MUH 162001\$35.00



ONE MORE QUEST: SDM SCREEN

LUM HG158\$14.99



ONE MORE QUEST: TARGET BOARD

Looking to elevate your dice-tossing experience to new heights? Look no further than this stunning premium Target Board! Composed of 4 puzzle-like pieces made with thick cardboard, this Target Board replaces the foldable one included with the core book for the finest playing experience. Get ready to throw your die so it lands as close to the center of a Target as possible and expect the Supreme Dungeon Mastermind to complicate your throws with special restriction, to further increase the spectacle and challenge! This product requires the *One More Quest Core Book* to play.

LUM HG210\$16.99



ONE MORE QUEST: CORE BOOK

One More Quest is a hilarious roleplaying game where you don't roll dice, you throw them. Play as a reckless wannabe hero looking for loot and glory (but often receiving only trouble and bruises), or be the Supreme Dungeon Mastermind who presents the party with hilarious quests and dungeons of ridiculous monsters. In this dexterity-comedy RPG, you take action by throwing dice toward a central Target. Instead of just rolling dice, players will be tossing them towards the Target, attempting ever-more extravagant and goofy trick shots for the amusement of their friends.

LUM HG172\$19.99



ONE MORE QUEST: THE ADVENTURE MIXTAPE

Get ready to embark on a series of hilarious dungeoning adventures! Board a cults submarine to undertake a desperate underwater operation and prevent the awakening of a slumbering horror, climb down the throat of a dead dragon and face appropriately-sized intestinal parasites, go on a necromantic quest to recover a punchline from the lips of a dead jester, discover a forgotten sport from the Age of Heroes called golf... and more! *The Adventures Mixtape* is a scenario role playing game where you don't roll dice you throw them. This book includes 14 stand-alone adventures (also playable as an overarching campaign) providing dozens of hours of silly adventuring fun with epic proportions.

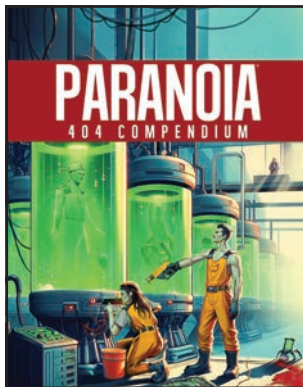
LUM HG157\$9.99



ONE MORE QUEST: DELUXE EYECON DICE SET

LUM HG160\$49.99

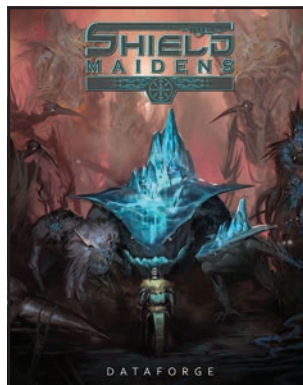
MONGOOSE PUBLISHING



PARANOIA RPG: 404 COMPENDIUM
Presenting the *Paranoia Compendium*, a collection of six books from this editions Kickstarter! includes: Central Casting: A collection of ready-made NPCs to drop into missions to make things even more deranged. My Metal Chums: 7 most common bots get their own NPC write ups and several variations, as well as more bots than you can shake a 5-prong plug at. Not So Simple: Here are ways to complicate things during missions, specific tasks like bureaucracy, and how service groups can ruin the Troubleshooters plans. Traitors-A-Poppin: Top 5 Most Wanted Traitors in Alpha Complex. Each comes with full stats, lackeys, locations and mission prompts. Scheduled to ship in June 2024.
MGP 15105\$49.99

SHIELD MAIDENS RPG: DATAFORGE

Within these pages, you will find information on the physiology, territory, culture, and fighting styles of some of Midgard's most diverse creatures. Huldra: Midgard's vengeance given form, these creatures were made in Fenrir's laboratories, escaped technological beasts reasserting their will to live. Scheduled to ship in June 2024.
MGP 40109\$44.99



SHIELD MAIDENS RPG: TALES OF YGGDRASIL

In this book, you will find: Everything and Nothing: The dead continue to arrive in Niflheim, but now they seem to be disappearing from the realm. Ship of Stars: Defectors are rare, but not unheard of. What is unusual is a Fenrir lieutenant aboard a freighter hailing the Resistance and offering valuables from Muspelheim in return for his rescue. The Price of Peace: The elves of Svartalfheim face a constant onslaught of Pure military, all in the name of order. Now it is the job of the Sisterhood to help organize the Svartalfheim elves defense. The Sun: Ymirs Blood, the life force of worlds, powers Midgard's artificial sun. Scheduled to ship in June 2024.
MGP 40116\$49.99

MURDERS INCORPORATED



MURDER AT THE SPEAKEASY

Murder at the Speakeasy is a murder mystery party you can play at home with 8-20 friends. Venture into the 1920s with this immersive murder mystery game where even the host can play without knowing who the murderer is. *Murder at the Speakeasy* comes with everything you need to throw an unforgettable event, including detailed instructions, an easy-to-follow timeline, two alternate endings, detailed character cards, evidence for three separate murders, three fun awards, voting cards, a detective's notepad, and more. Bring your favorite friends (that you don't mind murdering off, of course) and get ready to experience a party to die for. Scheduled to ship in August 2024.
MUI 1001\$64.99

NOMNIVORE GAMES



DUNGEONS & DINOS

Sow chaos throughout your home as a team of Nomnisaur, a group of cute, would-be adventurers who stole their dad's favourite tabletop RPG manual, in a half-collaborative and half-competitive quest to take down the Big Bad. Dominate your friends by strategically stealing their kills and hoarding loot as the game ramps up in intensity with every room in the dungeon that you put together and explore! Scheduled to ship in August 2024.
NOM 01000\$35.00

PAPER PLANET GAMES



ASTRA: VESTIGES OF DEEP SPACE

Astra is a competitive 1v1 card game unlike anything you've played before. Choose a faction, manage your starship and secure cosmic treasures among the stars, all while at odds with an opposing waship doing everything in its power to turn your systems offline and destroy your crew. In this expandable card game, players use pre-constructed and highly-thematic decks representing crew among unique starships. Scheduled to ship in August 2024.
PAP PPGAV001\$29.99

PEGASUS SPIELE NORTH AMERICA



MMM!

When the cats away, the mice will play. But the mean black cat is still close when you try to fill your tummy with all the yummy food from the pantry and say Mmm! The players are mice feeding on the Smith's food in their pantry and should not be caught by the family's cat. Roll three dice on each turn and place at least one die on food space which matches the symbol on the die. You can reroll the remaining dice as long as you place at least one die each time. Scheduled to ship in July 2024.
PNA 52017.USA\$19.95

TRIQUETA: HIDDEN WOLVES EXPANSION

Venture deeper into the forest with the *Hidden Wolves Expansion* for *Triquetra*, where shadows hold secrets and the moonlit silhouettes of elusive wolves promise great rewards. Scheduled to ship in June 2024.
PNA 57815.USA\$14.99



PENCIL FIRST GAMES



THE SIBLINGS TROUBLE (EXPANDED DELUXE EDITION)

Go on an epic 30 minute adventure in this card-driven, cooperative storytelling game inspired by childhood imagination. Outside your door lies a world of adventure, danger, mischief, mayhem, chance, and destiny waiting to be explored! Grab a backpack, a sandwich, that monster you call a sibling, and head out into the wilderness, leaving the comfort of home behind.
PFX 215\$15.99

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GAMES



GTM

JUN 2024

51

PLAID HAT GAMES



ASHES: REBORN - RED RAINS - THE SIEGE OF LORDSWALL EXPANSION DECKS

It began with war, the dead being unceremoniously dumped in an old mine. But the Red Rains flooded those tunnels, producing something horrifying. Now a veritable tide of human thralls surges toward Lordswall, their will controlled by the crimson crystals growing from their flesh. Choose from four returning Phoenixborn: Odette, Xander, Dimona, and James, each wielding a brand new signature card. Use the included new divine magic player deck to repel the enemy at the city gates! Scheduled to ship in August 2024.

PHG 1228-5.....\$29.95



FAMILIAR TALES

Familiar Tales is a co-operative, deck-building, fantasy adventure for 1-4 players. It's an exciting narrative game in which players take on the roles of a wizard's familiars, entrusted with saving and raising a displaced princess. They must keep her safe from the evil forces that would see her dead, but when it comes to children, it is not enough to merely survive! The familiars know that every choice they make will affect the young one in their care. If they are victorious and the throne is reclaimed, what kind of woman will sit upon it? Players will explore a massive world through the pages of a fantastical story book filled with branching paths and memorable characters.

PHG 3700.....\$79.95

POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE BOOSTER BUNDLE (6)

Welcome to the land of Kitakami, where people and Pokémon live harmoniously with nature. Folktales abound, but not all is as it seems... Uncover the mystery of the masked Legendary Pokémon Ogerpon, appearing as four fearsome types of Tera Pokémon ex, and team up with more newly discovered Pokémon, like Bloodmoon Ursaluna ex and Sinistcha ex. Growing in power, Greninja, Dragapult, and Magcargo dazzle as Tera Pokémon ex, and more ACE SPEC cards round out the festivities in the *Pokémon TCG: Scarlet & Violet Twilight Masquerade* expansion! Expand your collection with this Booster Bundle containing six booster packs from *Pokémon TCG: Scarlet & Violet Twilight Masquerade*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 189-85398.....PI



FEATURED ITEM



POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE BOOSTER DISPLAY (36)

Welcome to the land of Kitakami, where people and Pokémon live harmoniously with nature. Folktales abound, but not all is as it seems... Uncover the mystery of the masked Legendary Pokémon Ogerpon, appearing as four fearsome types of Tera Pokémon ex, and team up with more newly discovered Pokémon, like Bloodmoon Ursaluna ex and Sinistcha ex. Growing in power, Greninja, Dragapult, and Magcargo dazzle as Tera Pokémon ex, and more ACE SPEC cards round out the festivities in the *Pokémon TCG: Scarlet & Violet Twilight Masquerade* expansion. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 189-86340.....PI

SPOTLIGHT ON



FORGOTTEN WATERS: A CROSSROADS GAME

Forgotten Waters is a *Crossroads Game* set in a world of fantastical pirate adventure. In it, players take on the role of pirates sailing together on a ship, attempting to further their own personal stories as well as a common goal. The world of *Forgotten Waters* is silly and magical, with stories designed to encourage players to explore and laugh in delight as they interact with the world around them. It's a game in which every choice can leave a lasting impact on the story, and players will want turn over every rock just to see what they find.

Forgotten Waters features five scenarios and a massive location book that provides players with tons of choices wherever they go. Scheduled to ship in June 2024.

PHG 2900.....\$59.95

POKÉMON USA



POKÉMON TCG: BATTLE ACADEMY (2024)

Join the Pokémon Trainers at the Battle Academy! Prepare for a Pokémon battle with the ready-to-play *Pokémon Trading Card Game Battle Academy*. The *Battle Academy* includes everything two players need to play, with guides to the decks so your first

game is easy to follow. You can choose Armarouge or Pikachu to lead your team in a heads-up battle against another Trainer. Then, switch up the decks to play Darkrai against Armarouge or Pikachu, and lead a different team of Pokémon into the arena! With a little strategy and a little luck, you can battle with the best.

PUI 290-85695.....PI

POKÉMON TCG: PALAFIN EX BOX

From Zero to Hero! When all seems lost in battle, call on a hero to save the day! With its Zero to Hero Ability, Palafin can make a stunning transformation into the powerful Palafin ex, ready to pummel opponents with the might of an ocean wave. In this box, you'll find Finizen, Palafin, and Palafin ex as playable foil cards, plus an oversize version of Palafin ex for display and a handful of booster packs with more cards inside.

PUI 290-85982.....PI



FEATURED ITEM



POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE BUILD & BATTLE BOX DISPLAY (10)

Inside you'll find: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 *Pokémon TCG: Scarlet & Violet - Twilight Masquerade* booster packs, and a code card for Pokémon TCG Live. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 189-86803.....PI



FEATURED ITEM

**POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE CHECKLANE BLISTERS CARTON (16)**

Welcome to the land of Kitakami, where people and Pokémon live harmoniously with nature. Folktales abound, but not all is as it seems...

Uncover the mystery of the masked Legendary Pokémon Ogerpon, appearing as

four fearsome types of Tera Pokémon ex, and team up with more newly discovered Pokémon, like Bloodmoon Ursaluna ex and Sinistcha ex. Growing in power, Greninja, Dragapult, and Magcargo dazzle as Tera Pokémon ex, and more ACE SPEC cards round out the festivities in the *Pokémon TCG: Scarlet & Violet Twilight Masquerade expansion!* **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 189-85787.....PI



FEATURED ITEM

POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE ELITE TRAINER BOX

Welcome to the land of Kitakami, where people and Pokémon live harmoniously with nature. Folktales abound, but not all is as it seems...

Uncover the mystery of the masked Legendary Pokémon Ogerpon, appearing as four fearsome types of Tera Pokémon ex, and team up with more newly discovered Pokémon, like Bloodmoon Ursaluna ex and Sinistcha ex. Growing in power, Greninja, Dragapult, and Magcargo dazzle as Tera Pokémon ex, and more ACE SPEC cards round out the festivities in the *Pokémon TCG: Scarlet & Violet Twilight Masquerade expansion.*

PUI 189-85798.....PI



FEATURED ITEM

**POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE SLEEVED BOOSTER CASE (144)**

Welcome to the land of Kitakami, where people and Pokémon live harmoniously with nature. Folktales abound, but not all is as it seems... Uncover the mystery of the masked Legendary Pokémon Ogerpon, appearing as four fearsome types of Tera Pokémon ex, and team up with more newly discovered Pokémon, like Bloodmoon Ursaluna ex and Sinistcha ex. Growing in power, Greninja, Dragapult, and Magcargo dazzle as Tera Pokémon ex, and more ACE SPEC cards round out the festivities in the *Pokémon TCG: Scarlet & Violet Twilight Masquerade expansion.*

PUI 189-43249.....PI



FEATURED ITEM

**POKÉMON TCG: SCARLET & VIOLET - TWILIGHT MASQUERADE THREE-BOOSTER BLISTER CARTON (24)**

Welcome to the land of Kitakami, where people and Pokémon live harmoniously with nature. Folktales abound, but not all is as it seems...

Uncover the mystery of the masked Legendary Pokémon Ogerpon, appearing as four fearsome types of Tera Pokémon ex, and team up with more newly discovered Pokémon, like Bloodmoon Ursaluna ex and Sinistcha ex. Growing in power, Greninja, Dragapult, and Magcargo dazzle as Tera Pokémon ex, and more ACE SPEC cards round out the festivities in the *Pokémon TCG: Scarlet & Violet Twilight Masquerade expansion.* **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 189-87783.....PI

SPOTLIGHT ON

**POKÉMON TCG: VIBRANT PALDEA MINI TIN DISPLAY (10)**

Pokémon Favorites in the Palm of Your Hand! In this *Pokémon TCG: Vibrant Paldea Mini Tin*, you'll find: 2 Pokémon TCG booster packs, 1 sticker sheet, and a Pokémon art card showing the art from this Mini Tin you can collect and combine all 5. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

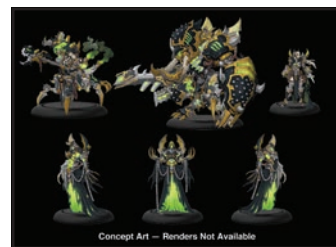
PUI 210-86767.....PI

PRIVATEER PRESS

WARMACHINE MKIV: CRYX - COMMAND STARTER NECROFACTORIUM

Scheduled to ship in May 2024.

PIP 23000\$79.99



PROLIFIC GAMES

**LUMBERJACKS WITH ROCKET LAUNCHERS**

A fast-paced, take-that card game about exactly what you think: *Lumberjacks with Rocket Launchers!* Rocket cards enter play and orbit the table, always pointed at one of the player-loggers. Some cards eliminate or modify Rockets in play, others spell the arrival of Rocket Time, when any player with three Rockets aimed at them is blown up and eliminated before any unexploded Rockets streak to menace the next player. The last lumberjack standing is the winner.

PLF 350\$12.99



SQUATCH & SEEK
A combat-memory cards game where sasquatches lurk near every logging camp. Lumberjacks spend the daytime chopping and swapping: Chopping adds cards from the deck to the forest grid, while swapping conceals them as they cycle through the players' hands. In the evening, players must choose face-down cards from the grid one at a time. Find a fallen tree? Live to log another day. Reveal a sasquatch? Lose a life! Lose three lives and you're out. The last lumberjack standing wins.
PLF 450\$11.99

Q-WORKSHOP

CROSSHAIRS COMPACT D6 DICE SETS



BLACK & BEIGE
QWS SCTB03\$20.00



BLUE & PINK
QWS SCTA02\$20.00



BEIGE & OLIVE
QWS SCTA03\$20.00



COBALT & RED
QWS SCTA01\$20.00



BLACK & PEARL
QWS SCTA05\$20.00



STORMY & BLACK
QWS SCTA04\$20.00

FORTRESS COMPACT D6 DICE SETS



BEIGE & OLIVE
QWS SCTB01\$20.00



BLACK & PINK
QWS SCTB05\$20.00



BLACK & BLUE
QWS SCTB02\$20.00



BLACK & RED
QWS SCTB04\$20.00

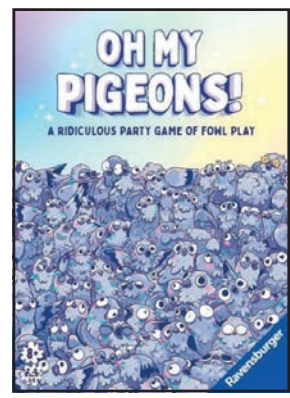
RAVENSBURGER



CHRONICLES OF LIGHT: DARKNESS FALLS (DISNEY EDITION)
In *Chronicles of Light: Darkness Falls (Disney Edition)*, players work together to form dynamic alliances of Disney and Pixar heroines, including Moana (*Moana*), Violet (*The Incredibles*), Maid Marian (*Robin Hood*) and Belle (*Beauty and the Beast*). Materializing as radiant crystal versions summoned into the realm, the heroines drive back shadows of infamous Disney villains and restore the Realm of Light. Along the way, the team explores a brand-new illustrated world and encounters familiar characters, items, and creatures on their quests. The game's diverse missions and modular board generate new adventures every time it's played. Scheduled to ship in August 2024.
RVN 60001971\$29.99



HIT
Your goal in *HIT* is a familiar one: Move your pawns around a track and get home first. But unlike Pachisi and other similar games, in *HIT* you use cards to control how your pawns move, with your deck of cards changing over the course of play. Whoever gets their pawns to the finish line first wins. Scheduled to ship in August 2024.
RVN 22456\$19.99



OH MY PIGEONS!
A RIDICULOUS PARTY GAME OF FOWL PLAY
In *Oh My Pigeons!*, a ridiculous party game of fowl play, players fill their benches with adorable pigeon miniatures to prove they rule the roost. On your turn, use your cards to tempt pigeons with snacks, steal pigeons from your neighbors, or leave it up to fate when you roll or flick! the die. Scheduled to ship in August 2024.
RVN 22893\$19.99

SPOTLIGHT ON

DISNEY LORCANA TCG: CARD SLEEVES - GENIE
RVN 11098360\$9.99

DISNEY LORCANA TCG: CARD SLEEVES - SNOW WHITE
RVN 11098361\$9.99

DISNEY LORCANA TCG: DECK BOX - GENIE
RVN 11098362\$5.99

DISNEY LORCANA TCG: DECK BOX - SNOW WHITE
RVN 11098363\$5.99

SPOTLIGHT ON

DISNEY LORCANA TCG: PLAYMAT - GIANT TINKERBELL
RVN 11098364\$19.99

DISNEY LORCANA TCG: PLAYMAT - RAPUNZEL
RVN 11098365\$19.99



FEATURED ITEM



DISNEY LORCANA TCG: GATEWAY

Gateway is a product that introduces new players to the *Disney Lorcana* game play experience. It is a boxed product meant to be sold in the board game and TCG aisle, and includes 2 small decks, a game board, movers, instructions, and several special card packs. The basic decks are designed to be very simple. Over the course of multiple *Lorcana* games, the

players will earn special packs that contain new cards for the decks, introducing more and more game play concepts. This keeps the initial experience much easier to grasp, while ensuring that the players will learn all of the game by the time they have gotten all the packs. Scheduled to ship in August 2024.

RVN 11098399..... \$24.99



FEATURED ITEM



DISNEY LORCANA TCG: URSULA'S RETURN - BOOSTER DISPLAY (24)

Unlike starter decks, booster packs contain twelve random cards from *Disney Lorcana: Ursula's Return*. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster contains twelve randomized cards: 6 common cards, 3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098342..... \$143.99



FEATURED ITEM

DISNEY LORCANA TCG: URSULA'S RETURN - ILLUMINEER'S QUEST

Face an opponent like no other! In this thrilling *Disney Lorcana TCG* experience, you must stand against Ursula and her entangled glimmers even as her powers increase. Cunning as ever, the sea witch plays by her own rules and with her own all-new special deck. Try all four difficulty levels! With the contents of this box, you can take on Ursula's forces solo or cooperatively with a friend. You can also add up to two more friends with decks to your side, for a total of four players. Players can use any standard *Disney Lorcana* deck.

RVN 11098356..... \$59.99



FEATURED ITEM



DISNEY LORCANA TCG: URSULA'S RETURN - ILLUMINEER'S TROVE

The ultimate treasure for both collectors and players, the *Illumineer's Trove* includes a full-art storage box with 6 ink-themed card dividers to keep your *Disney Lorcana TCG* cards safe and organized. The *Illumineer's Trove* includes 8 randomized booster packs and helps keep track of character and location damage with 6 high-quality dice featuring

a magical ink appearance with gold printed numbers. Finally, the distinctive spin-dial lore counter makes it easy to mark your progress toward victory! RVN 11098352..... \$49.99



FEATURED ITEM



DISNEY LORCANA TCG: URSULA'S RETURN - STARTER DECK CARTON (8)

To play the *Disney Lorcana TCG*, each player will need a deck of sixty cards. Ready-to-play starter decks contain a preconstructed deck with a specific card list. If you're new to trading card games, or if you want to experience the game with a deck designed and tested by Team Lorcana, this is a good place to start. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098327..... \$135.99

SPOTLIGHT ON



DISNEY VILLAINOUS: INTRO TO EVIL

Disney Villainous: Introduction to Evil features the same gameplay as *Disney Villainous*, but this game features only four villains instead of six: Maleficent, Captain Hook, Ursula and Prince John in a version that features streamlined gameplay crafted to help first-time players. In the game, each player takes control of a villain with its own villain deck, fate deck, player board, and 3D character. On a turn, you move your character to a different location on your player board, taking one or more of the actions visible on that space (often by

playing cards from your hand), then refill your hand to four cards. Cards are allies, items, effects, conditions, and (for some characters) curses. You need to use your cards to fulfill your unique win condition, which sometimes involves overcoming the hero from your villain's particular *Disney* film. Scheduled to ship in August 2024.

RVN 60001998..... \$29.99





GAMES

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DISNEY VILLAINOUS: SUGAR & SPITE

In *Villainous: Sugar and Spite*, each player takes control of one of two Disney characters, each a villain in a different Disney movie, specifically King Candy (*Wreck-It Ralph*) and Shere Khan (*The Jungle Book*). Each player has their own villain deck, fate deck, player board, and 3D character. On a turn, the active player moves their character to a different location on their player board, takes one or more of the actions visible on that space (often by playing cards from their hand), then refills their hand to four cards. Cards are allies, items, effects, and conditions. You need to use your cards to fulfill your unique win condition. Scheduled to ship in August 2024.

RVN 60001991\$19.99



HORRIFIED: WORLD OF MONSTERS

Scheduled to ship in August 2024.
RVN 60001974\$29.99



MINECRAFT: EXPLORERS CARD GAME

In *Minecraft Explorers*, players explore the blocky landscape together looking for hidden treasure. On your turn, you have action points to spend as you wish. You can explore different landscapes to discover what's on the back of a tile. Pickaxes and swords make some explorations easier, so perhaps you want to get them. Try to uncover the treasure you need to win. Ideally you can avoid monsters such as Zombies, Creepers, and Endermen because at the end of each turn, you must reveal a monster card, and if this monster is already in play, your group will be overrun and more monsters will appear. Scheduled to ship in August 2024.

RVN 21580\$9.99

PUZZLES

Scheduled to ship in September 2024.



PUZZLE X CRIME KIDS: STOLEN TIME - 264PC

RVN 12001205\$24.99



PUZZLE X CRIME KIDS: THE LOST FIRE - 264PC

RVN 12001186\$24.99



PUZZLE X CRIME: A MURDEROUS BIRTHDAY - 408PC

RVN 12001187\$29.99



PUZZLE X CRIME: THE GIFT OF MURDER - 408PC

RVN 12001206\$29.99



UNIVERSAL JURASSIC PARK: 1000PC

RVN 12000187\$29.99



UNIVERSAL E.T.: 1000PC

RVN 12000188\$29.99



UNIVERSAL JAWS: 1000PC

RVN 12000277\$29.99



HARRY POTTER: HOGWARTS CASTLE - 3000PC

RVN 17561\$59.99

SONIC THE HEDGEHOG: 500PC

RVN 12001135\$17.99

STAR WARS: THE MANDALORIAN - 500PC

RVN 12001339\$23.99

STAR WARS: AHSOKA - 500PC

RVN 12001340\$23.99

STAR WARS: THE PHANTOM MENACE - 500PC

RVN 12001338\$23.99

UNIVERSAL MONSTERS: 2000PC

RVN 12001341\$44.99

SPOTLIGHT ON

STAR WARS VILLAINOUS: REVENGE AT LAST

In *Star Wars Villainous: Revenge at Last*, players choose to play one of two iconic villains from the Star Wars galaxy: Darth Maul or Captain Phasma. Depending on their villain's unique power, players will use their villain's ambition to perform actions that power effects based on the villain's use of the Force, strategic leadership, or sheer luck. The game also incorporates villain-specific missions and rules for iconic ships and transports from all corners of the *Star Wars* galaxy. Villains in *Star Wars Villainous: Revenge at Last* can be mixed with those in *Star Wars Villainous: Power of the Dark Side* or *Star Wars Villainous: Scum and Villainy* or used on their own in this game. Scheduled to ship in August 2024.

RVN 60001981\$19.99

SPOTLIGHT ON

THAT'S NOT A HAT: POP CULTURE

That's Not a Hat: Pop Culture features new items that you are sure to forget as you pass gifts around the table and try to remember who has what. Additionally, 30 special cards are included for increased interaction. Scheduled to ship in August 2024.

RVN 22589\$9.99

8+
2-4
15
KASPER LAPP
Ravensburger

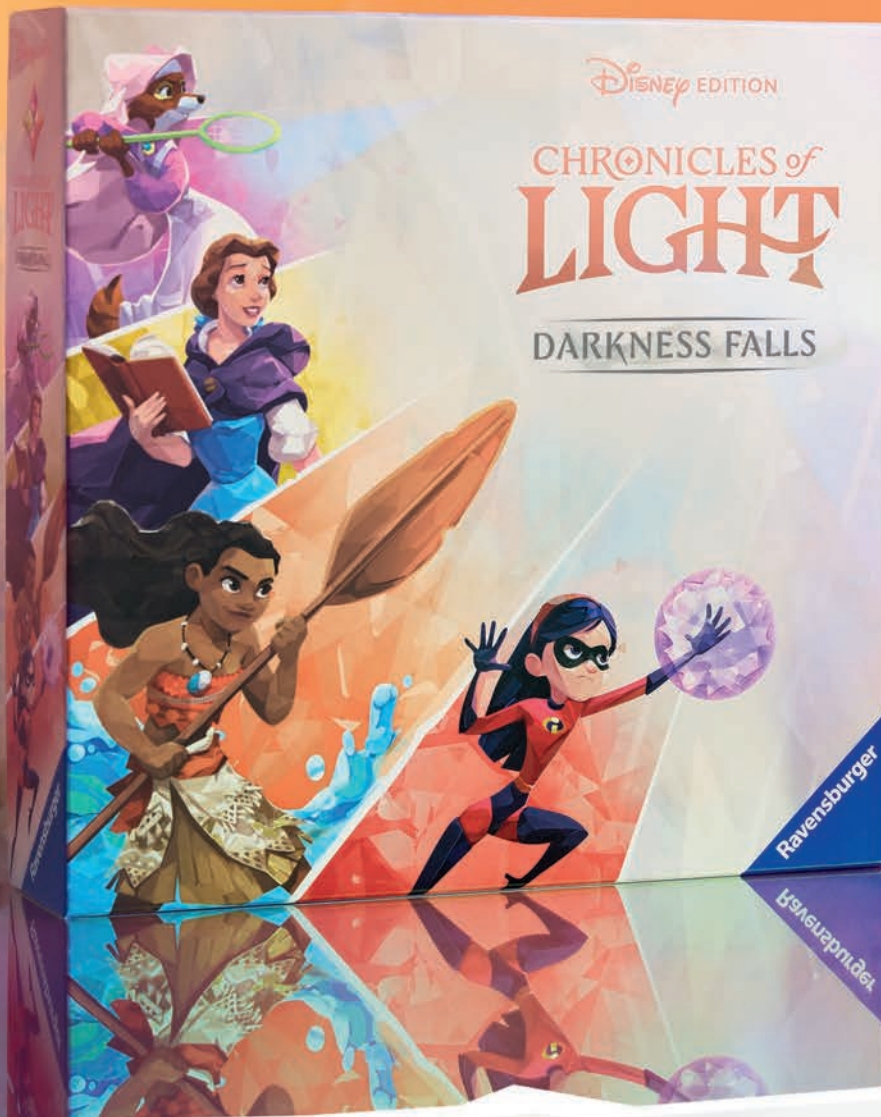
Disney
EDITION

CHRONICLES of LIGHT

DARKNESS FALLS

8+  1-4  45'-60'

Step into a magical world where the essences of Disney's brightest heroes unite to vanquish the sinister Darkness. Forge an unbreakable alliance as Disney's Moana, Maid Marian, & Belle or Pixar's Violet.



Embark on perilous quests, unlock hidden powers, and drive back shadows of infamous Disney villains.

Only by embracing teamwork can you restore the Realm of Light in Ravensburger's collaborative adventure board game!



Ravensburger

STRATEGY



**NEW
RELEASE!**

AXIS & ALLIES: ANNIVERSARY EDITION

- Long awaited release of the ultimate Axis & Allies experience!
- Huge 24" by 46" game board.
- Adds Italy as the third Axis nation.
- Over 670 Plastic Miniatures!

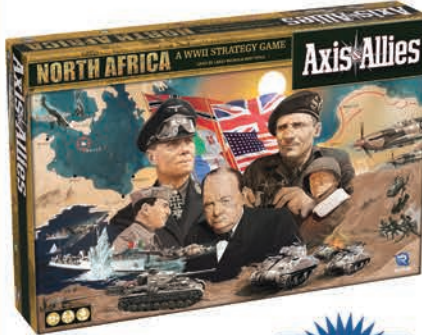
12+ 6 HRS 2-6

RGS02670

\$130

JUNE RELEASE

STRATEGY



**PRE-ORDER
NOW!**

AXIS & ALLIES: NORTH AFRICA

- Contains two scenarios: Rommel's Last Push and Operation Torch.
- Over 250+ plastic miniatures including 6 new units.
- Intercept enemy convoys headed to the ports of North Africa while protecting your own.

12+ 3.5 HRS 2-4

RGS02689

\$90

AUGUST RELEASE!

STRATEGY



**PRE-ORDER
NOW!**

EZRA & NEHEMIAH

- Thematic strategy game set in ancient Jerusalem.
- A unique card-driven action taking system with tough decisions on each turn.
- Plenty of variability with how the game is set up, creating a lot of replayability.

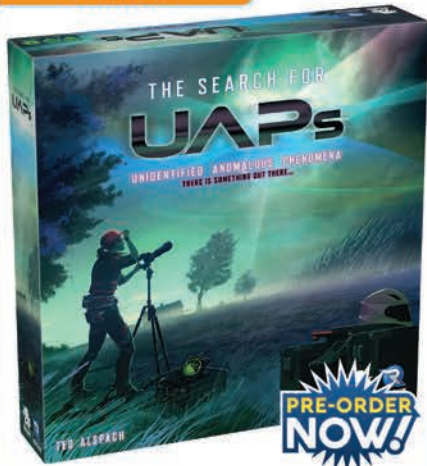
13+ 120 1-4

RGS02648

\$60

JUNE RELEASE!

STRATEGY



**PRE-ORDER
NOW!**

THE SEARCH FOR UAPS

- Survey the skies for objects and confirm the location of the UAP.
- Players use innovative magnetic, rotating Space Boards to track their sightings.
- Follow up to The Search for Planet X and The Search for Lost Species.

14+ 60-75 1-5

RGS02692

\$45

AUGUST RELEASE!

STRATEGY



**PRE-ORDER
NOW!**

NEXUS OPS

- Control the Mines to collect Rubium.
- Hidden objectives create fun surprises and comebacks.
- Includes translucent "Blacklight Glow" minis and a molded plastic 3D Monolith.

12+ 60-90 2-4

RGS02712

\$65

AUGUST RELEASE!

STRATEGY



**PRE-ORDER
NOW!**

ROBO RALLY : 30TH ANNIVERSARY EDITION

- Deluxe Components including dual layered player boards and improved painted minis.
- Now plays up to 8 players, adding Twitch and Trundle Bot included.
- 4 New double-sided game boards.

12+ 45-90 2

RGS02675

\$120

AUGUST RELEASE!



MINIATURES

**HEROSCAPE:
BATTLE FOR THE WELLSPRING BATTLE BOX**

- 6 new highly detailed miniatures for Heroscape.
- Includes an exclusive new terrain tile type: Wellspring water.
- 31 locking hex tiles with two Laur Jungle trees!

14+ 30-60 2

RGS02694

\$45

AUGUST RELEASE!

MINIATURES

**HEROSCAPE:
AGE OF ANNIHILATION MASTER SET**

- 20 new highly detailed miniatures for Heroscape.
- 74 locking hex tiles and interlocking Laur wall terrain.
- Features 9 new scenarios to support hours of gameplay.
- Compatible with previous and upcoming Heroscape releases!

14+ 60-120 2

RGS02693

\$125

AUGUST RELEASE!

MINIATURES

**HEROSCAPE:
THE GROVE AT LAUR'S EDGE:
TERRAIN EXPANSION**

- New Laur Jungle Trees and underbrush.
- Unique locking hex-tile terrain system.
- Introduces the Heroscape Terrain System product line.

14+

RGS02695

\$50

AUGUST RELEASE!

STRATEGY

**VAMPIRE: THE MASQUERADE:
RIVALS EXPANDABLE CARD GAME:
MARTIAL LAW EXPANSION**

- New vampires and cards for the six latest clans.
- Includes Crypt Pack to customize your decks.
- Includes a pre-constructed Martial Deck.

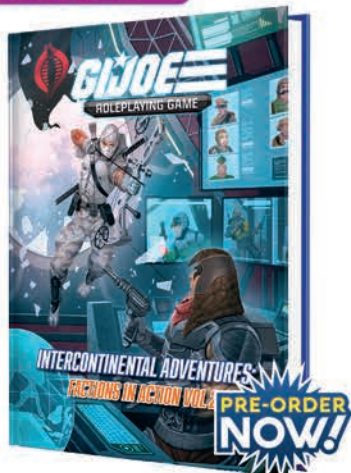
14+ 30-70 2-4

RGS02664

\$30

JUNE RELEASE!

ROLEPLAYING

**G.I. JOE:
ROLEPLAYING GAME: INTERCONTINENTAL ADVENTURES:
FACTIONS IN ACTION VOL. 2 SOURCEBOOK**

- In-depth looks at the history of the Arashikage, Dreadnoks, and Oktober Guard.
- 40 new General Perks, 17 new gear and upgrades, 11 new vehicles.
- Contact and Threat stat blocks for international operatives.

14+

RGS11159

\$45

AUGUST RELEASE!

ROLEPLAYING

**POWER RANGERS:
ROLEPLAYING GAME:
BENEATH THE HELMET SOURCEBOOK**

- Discover the stories between adventures with new downtime rules.
- Real world threats to face when the mask comes off.
- Challenge legendary villains Mesogog, Sledge, and Lord Arcanon.

14+

RGS11150

\$45

JUNE RELEASE!





SIRIUS DICE



FEATURED ITEM



DUNGEONS & DRAGONS: ACZERAK'S TREASURE BLIND BOX DISPLAY - CRYSTAL EDITION (25)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

SDZ 2001-06 \$499.75

SMIRK & DAGGER

SPOTLIGHT ON



HIFI

In 1973, the band The Meeples broke up during the recordings for the Vinyl album. The A-side of the unfinished album quickly became cult-followed by fans and critics around the world, turning into one of the most intriguing legends of rock-and-roll history. Fifty years later, the band has finally reunited to finish the B-side with the help of a team of the best musical producers in show biz. That's you! In *HiFi*, players start their turn by spinning the record's rondel on the turntable to choose an action within their reach, or

they can spend production points to achieve one of the other actions. Scheduled to ship in August 2024.

SND 1020 \$39.99

SPOTLIGHT ON



THE NIGHT CAGE: THE SHRIEKING HOLLOW EXPANSION

You awake in the dark with nothing but a candle and...have you done this before? The deja vu is less troubling than the change it implies. Was the ground always this unstable around you? When the tunnels crumbled into pits, did they always scream? And why does it feel like those screams are getting closer? *The Shrieking Hollow* is an expansion that adds a new threat and a new space to explore within *The Night Cage*. Pits now connect prisoners to the Hollow, where The Other lies in wait. Over the course of play, The Other will rise up out of the Hollow and attack the prisoners, destroying any part of the maze it encounters. If the prisoners are brave, they can leap into a pit and fall to the bottom of the Hollow where the dim light of their candles will stop its advance, temporarily. Scheduled to ship in August 2024.

SND 1018 \$29.99

OFFERED AGAIN



O/A THE NIGHT CAGE

The Night Cage is a cooperative, horror-themed tile placement game that traps 1-5 lost souls within another wordly labyrinth of eternal darkness. Equipped with nothing but dim candles, you must work together to explore the maze and escape. To win, players must each collect a Key, find a Gate, and escape as a group. But escape won't be easy. The weak glow of your candle sheds light on only a small area of the maze at a time.

SND 1007 \$44.99

SOLIS GAME STUDIO

SPOTLIGHT ON



THE MASSIVE-VERSE FIGHTING CARD GAME

The Massive-Verse Fighting Card Game is cross-over fighting game of quick spell and big reads. An analog fighting game of both epic and tiny portions. Featuring the world of the Massive-Verse by Kyle Higgins and the legendary art of Dan Mora. Compatible with other Pocket Paragons products. Scheduled to ship in August 2024.

SGS 511 \$19.99



THE MASSIVE-VERSE FIGHTING CARD GAME: TEAMUP EXPANSION

The Massive-Verse Fighting Card Game Team Up Expansion allows for epic 2 on 2 battles! *The Massive-Verse Fighting Card Game* is an analog fighting game of both epic and tiny portions. Featuring the world of the Massive-Verse by Kyle Higgins and the legendary art of Dan Mora. Compatible with other Pocket Paragons products. Scheduled to ship in August 2024.

SGS 512 \$19.99



STEAMFORGED GAMES

EPIC ENCOUNTERS: LOCAL LEGENDS



BERSERKER

SFL EE-LL009 \$24.99



GRIFFON

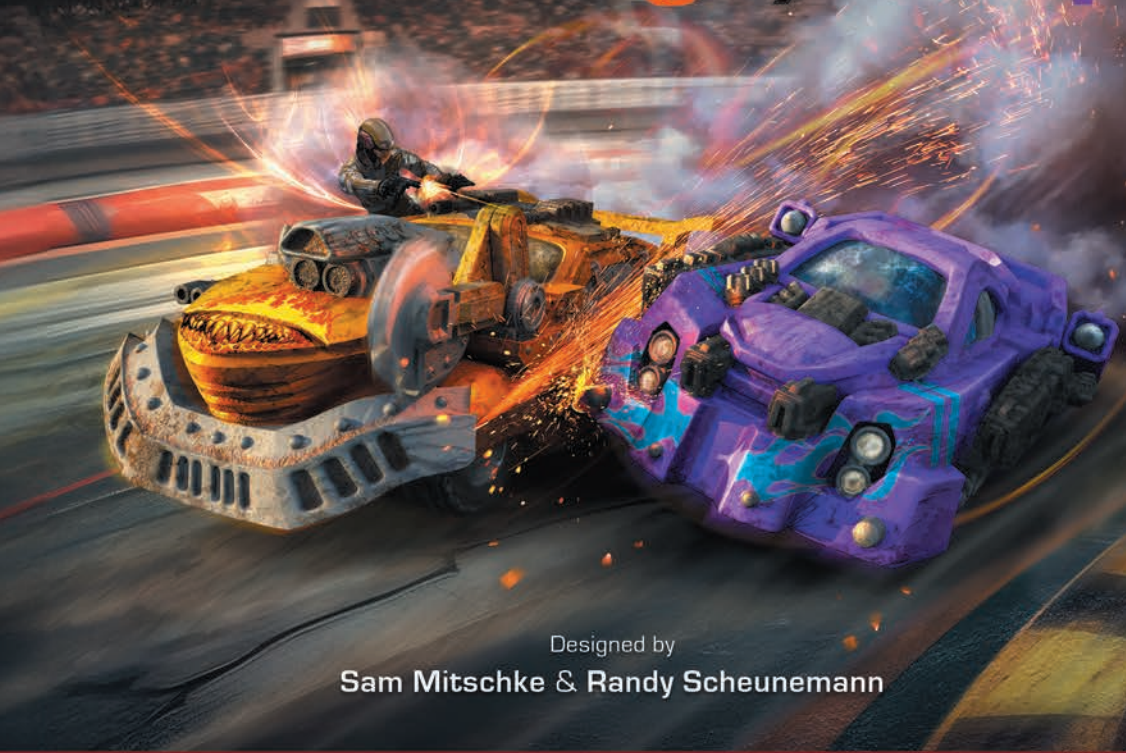
SFL EE-LL006 \$24.99

Accelerate Your Game Nights!

CAR WARS®

SIXTH EDITION

Two-Player Starter Set: Orange / Purple



Designed by
Sam Mitschke & Randy Scheunemann



STEVE JACKSON GAMES

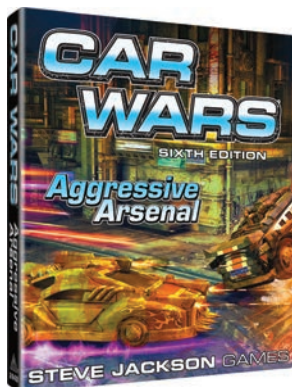


- Newest addition to the redesigned **Car Wars Sixth Edition**
- Streamlined starting and faster play
- Comes with two ready-to-race miniatures. (Miniatures are pre-assembled and unpainted.)
- Combines with **Red/Yellow** and **Blue/Green Starter Sets**
- **Aggressive Arsenal**, **Tailgate Trouble**, and **Sonic Strike** expansion packs also available
- \$44.95 MSRP



#PlaySJGames

Coming July 2024



CAR WARS: 6TH EDITION - AGGRESSIVE ARSENAL EXPANSION

Customize your game and emerge victorious! The 40 cards included in *Aggressive Arsenal* are reprints of the cards from *Miniatures Set 1*; now you can explore enhanced options for weapons, structure, accessories, and terrain! Scheduled to ship in August 2024.

SJG 2448.....\$10.95



CAR WARS: 6TH EDITION - SONIC STRIKE EXPANSION

Make the arena your own! Bring your foes to a screeching halt with *Car Wars Sonic Strike*. You'll get 40 all-new cards and meet six new Crew members with unique abilities. Also there's Grilled Cheese... Scheduled to ship in August 2024.

SJG 2455.....\$10.95



CAR WARS: 6TH EDITION - TAILGATE TROUBLE EXPANSION

Get ready to rule the road! Includes 32 cards and one sheet of tokens, originally found in the *Dropped Weapons Pack*, as well as the *Kinetic Diffuser* card from *Road Tiles* and the *Off-Road Suspension* card from *Playmat 1*. Scheduled to ship in August 2024.

SJG 2454.....\$12.95

SPOTLIGHT ON



HACK & SLASH:DELUXE EDITION

In this quick game, your guild of adventurers is ready for anything: battles, rescues, and the liberation of whatever pays the most. Choose a quest and roll the dice! You may win fame, and even recruit a new comrade for your party. Or you may fail, and slink back to the Tavern. This Deluxe edition includes all the cards from the *Whack Stash* expansion. Scheduled to ship in August 2024.

SJG 1595.....\$29.95

SPOTLIGHT ON



COMMAND OF NATURE

Harness the magic of the forest and go head-to-head with your rivals in this strategic tabletop game for 2 or 4 players. You'll play as a powerful Sage, summoning warriors from the *Twig*, *Leaf*, *Droplet*, and *Pebble* factions and fighting to prove your prowess. As the battle continues, you'll level up and gain access to extraordinary abilities and fierce new recruits. Protect your Sage at all costs and vanquish your opponents to earn the title of *Master of the Elements*.

TET 8017-176399PI



COMMAND OF NATURE: SAND & WIND EXPANSION

This *Command of Nature* expansion introduces 2 new factions and mechanics to help you take down your enemies. Use the power of erosion to wear down your opponents over time, or unleash a tailwind to attack multiple times in the same turn. Will you ride the winds to victory or get swept up in the sandstone? Scheduled to ship in September 2024.

TET 7947-175753PI

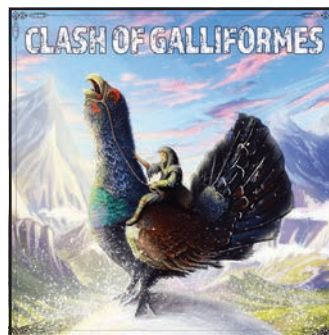


GARDEN VARIETY

This quirky card game is so easy to learn, you'll be having fun before you know it! You'll use strategy and a little bit of luck to gather as many garden creatures as you can. Collect *Wildflower* and *Critter* cards and beware of mischievous *Gnomes* that can change the game in an instant. Scheduled to ship in July 2024.

TET 7976-175995PI

TODY'S GAMES



CLASH OF GALLIFORMES

Explore, build and battle in this strategy and resource management game with ground-living birds set in an alternate timeline where birds work alongside tribal clans. As the clans have developed close to their feathery mounts, their cultures have been formed by their specific clan birds. Some have mastered the way of faster bird breeding while others have gone down a more warlike path. Now is the time to choose your bird and in so doing, your way of life. Players must expand their territory to find supplies and new technologies for their tribes. The threat from rival clans is also constant, so you have

to adapt your strategies and think ahead of your opponents to survive. Will you conquer the other clans by force or will your memory live on through the peaceful measure of completing cave paintings? The choice is yours!

TDG CGTG01\$48.99

TREASURE FALLS GAMES



THE QUEST KIDS: GIANT ADVENTURE

The Quest Kids: Giant Adventure is a LIFE-SIZED fantasy game experience for kids ages 5+. Using 36 giant cardboard tiles players will create a dungeon in their own home and act as the game pieces as they search for treasure, silly bad guys and stars. The Giant Adventure features the same award-winning mechanics as The Quest Kids board game, but in a new one-of-a-kind immersive experience.

TFG 01004.....\$74.99

TRICK OR TREAT STUDIOS

SPOTLIGHT ON



SCOVILLE: SECOND EDITION

A true second edition of a beloved classic! In Scoville, players bid for turn order, plant and harvest peppers, complete recipes, and attempt to be crowned pepper king or queen! Features all new art (Vincent Dutrait!) and components, new single player rules, and the Labs expansion - all in the base box! Scheduled to ship in August 2024.

TOT SCB01.....\$59.95

ULTRA PRO INTERNATIONAL

JASMINE BECKET-GRIFFITH FOR TATE LICENSING

Scheduled to ship in September 2024.



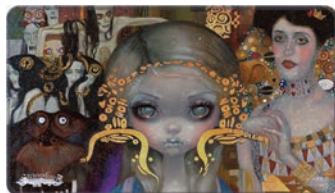
105CT APEX SLEEVES DECK PROTECTOR

UPI 16420.....PI



ALCOVE FLIP DECK BOX

UPI 16419.....PI



HOLOFOIL PLAYMAT HOLO

UPI 16416.....PI



SINNERS SAINTS

UPI 16418.....PI



STARRY NIGHT

UPI 16417.....PI

HATSUNE MIKU: 10TH ANNIVERSARY

Scheduled to ship in September 2024.



100+ DECK BOX

UPI 16366.....PI



100CT DECK PROTECTOR SLEEVES - FLIGHT

UPI 16370.....PI

Tsuro™ of the seas

Your Voyage Begins!
Navigate the treacherous waters
of the Mystic Seas! Survive the
Daikaiju and return safely to the
Emperor with tales of glory!



Game play
20-40
minutes

Ages
8+

2-8
players

www.CalliopeGames.com

GAMES

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2024

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FLIGHT PLAYMAT - FLIGHT
UPI 16367..... PI



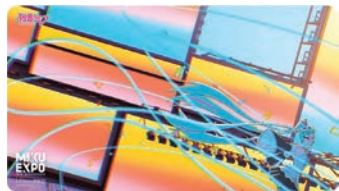
PATIENCE 100CT DECK PROTECTOR SLEEVES - PATIENCE
UPI 16371..... PI



PATIENCE PLAYMAT - PATIENCE
UPI 16368..... PI



STREAM 100CT DECK PROTECTOR SLEEVES - STREAM
UPI 16372..... PI



STREAM PLAYMAT - STREAM
UPI 16369..... PI



MAGIC THE GATHERING CCG: CLASSIC CARD BACK OVERSIZED DECK PROTECTOR SLEEVES 24CT
Scheduled to ship in June 2024.
UPI 38506..... PI

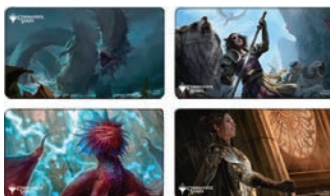
MAGIC THE GATHERING CCG: COMMANDER SERIES
- RELEASE 3 - ENEMY COLOR - Q3 2024
Scheduled to ship in September 2024.



BLACK STITCHED PLAYMAT EDGAR - FAN VOTE
UPI 38577..... PI



HOLOFOIL PLAYMAT SISAY
UPI 38576..... PI



STITCHED EDGE PLAYMAT AESI
UPI 38571..... PI
GITROG
UPI 38575..... PI
NIV-MIZZET
UPI 38573..... PI
TEYSA
UPI 38574..... PI
WINOTA
UPI 38572..... PI



MAGIC THE GATHERING CCG: DUSKMOURN
Scheduled to ship in September 2024.
6' TABLE PLAYMAT
UPI 38608..... PI
8' TABLE PLAYMAT
UPI 38609..... PI
9-POCKET PRO-BINDER
UPI 38604..... PI
9-POCKET PREMIUM ZIPPERED PRO-BINDER SET SYMBOL
UPI 38602..... PI
12-POCKET PRO-BINDER
UPI 38605..... PI
100+ DECK BOX ALT ART KEY CHARACTER MYTHIC 1
UPI 38596..... PI
100+ DECK BOX ALT ART KEY CHARACTER MYTHIC 2
UPI 38597..... PI
100+ DECK BOX ALT ART KEY CHARACTER MYTHIC 3
UPI 38598..... PI



MAGIC THE GATHERING CCG: DUSKMOURN
Scheduled to ship in September 2024.

100+ DECK BOX ALT ART KEY CHARACTER MYTHIC 4 UPI 38599..... PI	ALCOVE FLIP DECK BOX SPECIAL GUEST - GUEST ARTIST 1 UPI 38600..... PI
100+ DECK BOX ALT ART KEY CHARACTER PW UPI 38595..... PI	BLACK STITCHED PLAYMAT SPECIAL GUEST - GUEST ARTIST 1 UPI 38625..... PI
100+ DECK BOX COMMANDER A UPI 38591..... PI	BLACK STITCHED PLAYMAT SPECIAL GUEST - GUEST ARTIST 2 UPI 38626..... PI
100+ DECK BOX COMMANDER B UPI 38592..... PI	HOLOFOIL PLAYMAT ALT ART UPI 38624..... PI
100+ DECK BOX COMMANDER C UPI 38593..... PI	PLAYMAT ALT ART KEY CHARACTER MYTHIC 1 UPI 38615..... PI
100+ DECK BOX COMMANDER D UPI 38594..... PI	PLAYMAT ALT ART KEY CHARACTER MYTHIC 2 UPI 38616..... PI
100CT DECK PROTECTOR SLEEVES ALT ART KEY CHARACTER MYTHIC 1 UPI 38585..... PI	PLAYMAT ALT ART KEY CHARACTER MYTHIC 3 UPI 38617..... PI
100CT DECK PROTECTOR SLEEVES ALT ART KEY CHARACTER MYTHIC 2 UPI 38586..... PI	PLAYMAT ALT ART KEY CHARACTER MYTHIC 4 UPI 38618..... PI
100CT DECK PROTECTOR SLEEVES ALT ART KEY CHARACTER MYTHIC 3 UPI 38587..... PI	PLAYMAT ALT ART KEY CHARACTER PW UPI 38614..... PI
100CT DECK PROTECTOR SLEEVES ALT ART KEY CHARACTER MYTHIC 4 UPI 38588..... PI	PLAYMAT COMMANDER A UPI 38610..... PI
100CT DECK PROTECTOR SLEEVES ALT ART KEY CHARACTER PW UPI 38584..... PI	PLAYMAT COMMANDER B UPI 38611..... PI
100CT DECK PROTECTOR SLEEVES COMMANDER A UPI 38580..... PI	PLAYMAT COMMANDER C UPI 38612..... PI
100CT DECK PROTECTOR SLEEVES COMMANDER B UPI 38581..... PI	PLAYMAT COMMANDER D UPI 38613..... PI
100CT DECK PROTECTOR SLEEVES COMMANDER C UPI 38582..... PI	PLAYMAT MYTHIC CYCLE BLACK UPI 38621..... PI
100CT DECK PROTECTOR SLEEVES COMMANDER D UPI 38583..... PI	PLAYMAT MYTHIC CYCLE BLUE UPI 38620..... PI
105CT APEX DECK PROTECTOR SLEEVES SET SYMBOL UPI 38590..... PI	PLAYMAT MYTHIC CYCLE GREEN UPI 38623..... PI
105CT APEX DECK PROTECTOR SLEEVES SPECIAL GUEST - GUEST ARTIST 1 UPI 38589..... PI	PLAYMAT MYTHIC CYCLE RED UPI 38622..... PI
4-POCKET PRO-BINDER SPECIAL GUEST - GUEST ARTIST 1 UPI 38603..... \$8.10	PLAYMAT MYTHIC CYCLE WHITE UPI 38619..... PI
	PREMIUM ALCOVE EDGE DECK BOX SET SYMBOL UPI 38601..... PI
	SPIRAL LIFE PAD UPI 38606..... PI
	WALL SCROLL UPI 38607..... PI

MAGIC THE GATHERING CCG: SECRET LAIR - MAR 2024 - DIABOLICAL DIORAMAS PLAYMATS
Scheduled to ship in June 2024.



AURA SHARDS
UPI 38339..... PI



FIEND ARTISAN
UPI 38341..... PI

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GRAVEBREAKER LAMIA

UPI 38338..... PI

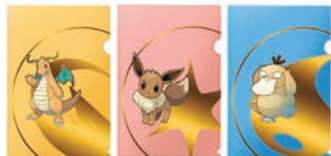


KARADOR, GHOST CHIEFTAIN

UPI 38340..... PI

POKÉMON TCG

Scheduled to ship in September 2024.



**3-PACK TOURNAMENT FOLIO
(SERIES 2)**

UPI 16403..... PI



ALCOVE 4-CLICK DECK BOX A

UPI 16404..... PI



ALCOVE 4-CLICK DECK BOX B

UPI 16405..... PI



ALCOVE 4-CLICK DECK BOX C

UPI 16406..... PI

POKÉMON TCG

Scheduled to ship in October 2024.



PREMIUM SNAP BINDER - BLUE

UPI 16375..... PI



TRADING CARD GAME

POKÉMON TCG:

ARMAROUGE & CERULEDGE

Scheduled to ship in October 2024.

2" ALBUM

UPI 16394..... PI

4-POCKET PORTFOLIO

UPI 16392..... PI

6" TABLE PLAYMAT

UPI 16397..... PI

8" TABLE PLAYMAT

UPI 16398..... PI

9-POCKET PRO-BINDER

UPI 16390..... PI

9-POCKET PORTFOLIO (5-SHEET)

UPI 16393..... PI

65CT DECK PROTECTOR

SLEEVES ARMAROUGE

UPI 16388..... PI

65CT DECK PROTECTOR

SLEEVES CERULEDGE

UPI 16395..... PI

FULL VIEW DECK

BOX ARMAROUGE

UPI 16389..... PI

FULL VIEW DECK

BOX CERULEDGE

UPI 16396..... PI

PLAYMAT

UPI 16391..... PI

POKÉMON TCG:

SCARLET & VIOLET 7

Scheduled to ship in August 2024.

4-POCKET PORTFOLIO

UPI 16077..... PI

9-POCKET PORTFOLIO

UPI 16078..... PI



HAIL CAESAR EPIC BATTLES THE PUNIC WARS

Continuing our exceptionally popular run of Epic Battles scale ranges, we are proud to announce the launch of our new range - Hail Caesar Epic Battles - The Punic Wars!

This range of hard plastic and Warlord Resin miniatures will allow gamers to play huge battles set during the Punic Wars period. In addition to the battle set Hannibal, there will be new Command, Army and Division sets, complimented by the rulebook and casualty markers. We will be running a full marketing campaign through print and social media to support the release for three months before launch. Get in touch with us today to talk about our amazing bundle deals available to stockists.



HAIL CAESAR EPIC BATTLES - THE PUNIC WARS: HANNIBAL
RRP £240

NOTE: ARTWORK SUBJECT TO CHANGE

COMING TO YOUR FRIENDLY
LOCAL GAMING STORE:
27th July 2024

GAMES

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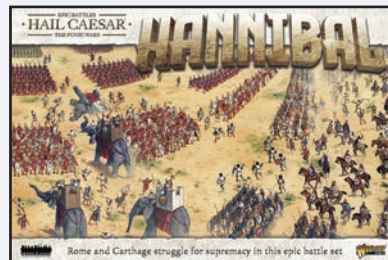
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USAOPOLY/THE OP

WARLORD GAMES

HAIL CAESAR EPIC BATTLES: PUNIC WARS

SPOTLIGHT ON



HANNIBAL BATTLE-SET

The Hannibal battle set is Warlord Games' latest addition to their popular *Epic Battles* range, bringing the ancient warfare of *Hail Caesar* into this scale via the Punic Wars between Carthage and Rome. Jam-packed with enough soldiers (and war elephants!) to build two complete armies, this awesome boxed set is the perfect entry route into the game. Included alongside the *Hail Caesar Epic Battles* rulebook is the Scipio battlegame. Designed to be played quickly and easily, Scipio's grid-mat system allows players to recreate the tactics used by the ancient Roman army in its wars against Carthage, and is a great way to introduce new wargamers to the period!

the game. Included alongside the *Hail Caesar Epic Battles* rulebook is the Scipio battlegame. Designed to be played quickly and easily, Scipio's grid-mat system allows players to recreate the tactics used by the ancient Roman army in its wars against Carthage, and is a great way to introduce new wargamers to the period!



ALLIED TROOP DIVISION

WLG 112010007\$50.00

REPUBLICAN ROMAN DIVISION

WLG 112010004\$50.00



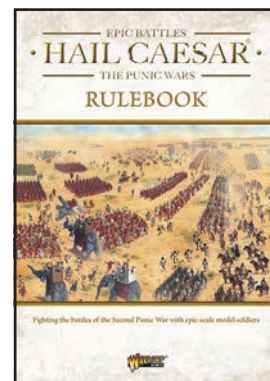
CARTHAGINIAN DIVISION

WLG 112010005\$50.00



CARTHAGINIAN WAR ELEPHANT

WLG 112010006\$33.50



RULEBOOK

WLG 110000001\$65.00



SCIPIO AFRICANUS' ROMAN LEGIONS

WLG 112010002\$152.00

HANNIBAL BARCA'S CARTHAGINIAN ARMY

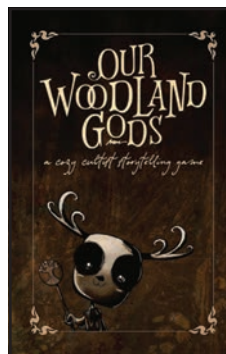
WLG 112010003\$152.00

WICKED CLEVER

OUR WOODLAND GODS RPG

Wanna Join a Cult? Don't worry, it's totally normal. *Our Woodland Gods* is a guided, GM-less, RPG about animal-folk cultists seeking a new eldritch god to worship. Together, you and some friends can explore this story of escalating horror via the safe, comfortable lens of your not-quite-innocent woodland village. This book guides you, step by step, through an entire three-act campaign: walking you through character creation, giving you sections to read aloud, and explaining the rules as needed. Seven different paths, the luck of the dice, the draw of the cards, and nine runic tables ensure every journey will be unique. Scheduled to ship in June 2024.

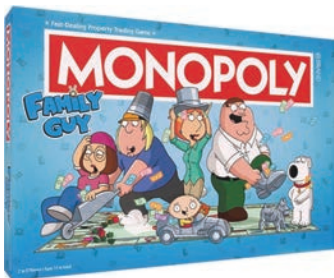
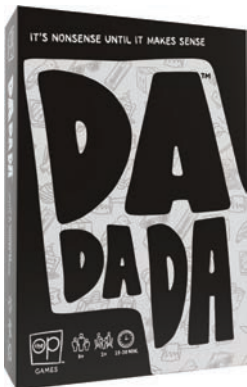
WCL 0701\$44.99



DADADA

Dadada is the outlandish party game for everybody! Its the game where saying Oofdaloo refers to a toothbrush, or Foorabing describes the sun. You'll be scratching your head and laughing out loud in this soon to be party favorite. With a variety of sounds and icons, you create a new language each time you play! Scheduled to ship in June 2024.

USO PA000-840PI



MONOPOLY: FAMILY GUY

Seize the opportunity to amass a fortune in Quahog! Dive into the world of Family Guy with *MONOPOLY: Family Guy* edition. Engage in high-stakes transactions as you buy, sell, and trade Quahog's prime real estate. From McBurgertown to Wild West Ranch every iconic location is yours for the taking. Scheduled to ship in May 2024.

USO MN006-143PI



MONOPOLY: GREY'S ANATOMY

Experience the Drama at Grey Sloan Memorial! In *MONOPOLY: Greys Anatomy* edition, it's a race to build a team capable of handling the most challenging cases. Will you be the first to assemble the finest team of medical professionals and navigate the complexities of the hospital landscape, or will you be left in the wake of your opponents' life-saving triumphs? Scheduled to ship in May 2024.

USO MN118-867PI

MONOPOLY: HELLO KITTY & FRIENDS PREMIUM EDITION

The *Hello Kitty Friends Premium Edition* features exquisite rose gold packaging, tokens, and board. All of your favorite Sanrio characters are included. The Premium Edition offers a luxurious and charming gameplay experience. Scheduled to ship in May 2024.

USO MN075-798PI

PUZZLE: HELLO KITTY & FRIENDS - TOKYO SKATE 1000PCS

Scheduled to ship in May 2024.

USO PZ075-792PI

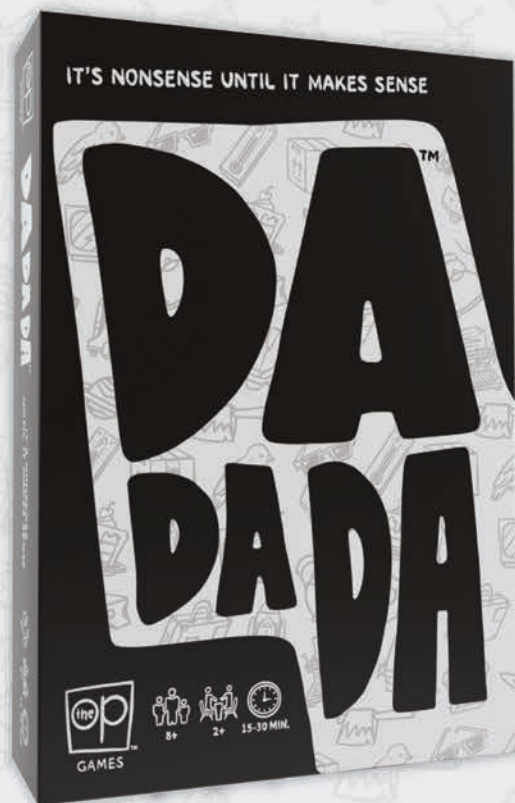


STALK EXCHANGE

Welcome to Your Community Hedge Fund! In *Stalk Exchange*, players are dedicated to growing flowers ... and profits! Until the market crashes, stalk values are only going up! Garden shrewdly to grow your fortune. The player with the most valuable Stalk Portfolio wins! Scheduled to ship in July 2024.

USO HB170-861PI





DADADA™

You're never at a loss for words with Dadada, a game of silly sounds, out-loud fun, and new languages.

How well do you think you know your new language? Find out as you work together and communicate in new ways.



BLANK SLATE CHALLENGE™

Pick a partner or work in teams to make matches in this cooperative version of the award-winning party game.

Grab a slate, write your words, and see if you've met your match. How many matches will you make? It's the game where like-minds win!



WISE WIZARD GAMES



STAR REALMS: ACADEMY

Forge your own star realm, overloaded with cuteness! A kid friendly but still fun for grown-ups version of the popular *Star Realms* deckbuilding game for 2 players. Less math, no reading necessary, but still tons of fun!
WWG SR048 \$29.99



STAR REALMS: RISE OF EMPIRE (STANDALONE LEGACY GAME)

Perfect for new players and experts alike, *Star Realms Rise of Empire* is a standalone 2-6 player game that starts as an epic 2-player 12-scenario legacy campaign. The campaign introduces three brand new factions: the Consortium, the Kingdom, and the Scavengers. In each campaign scenario, you'll open an envelope that unlocks new content. The Trade Deck will permanently change as players upgrade ships and bases.
WWG SR043 \$59.99



STAR REALMS: RISE OF EMPIRE - INFINITE REPLAY KIT EXPANSION

This expansion set allows you to play *Rise of Empire* WITHOUT using stickers. It also enables you to reset your *Rise of Empire* campaign over and over and play through as many times as you like.
WWG SR044D \$23.99

WIZARDS OF THE COAST



FEATURED ITEM



DUNGEONS & DRAGONS RPG: QUESTS FROM THE INFINITE STAIRCASE

This book contains the following *Dungeons & Dragons* adventures: The Lost City, When a Star Falls, Beyond the Crystal Cave, Pharaoh, The Lost Caverns of Tsojcanth, and Expeditions to the Barrier Peaks. *Quests from the Infinite Staircase* embraces the magic of the most beloved *Dungeons & Dragons* adventures of all time. Your journey begins in the Infinite Staircase, a dreamlike expanse with doors leading to fantastical worlds, where you'll meet Nafas, a noble genie who fulfills wishes with the help of valiant heroes-like you! As you explore what lies beyond each door, embark on timeless adventures and make memorable moments with your party. This handpicked collection contains 6 remastered first edition adventures, complete with striking settings and a lovable cast of characters. These unforgettable quests can be run individually or as a delightful campaign that takes characters from level 1 to 13.

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SPOTLIGHT ON



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The *D&D Icons of the Realms: Red Ghost Dragon* is a Huge-sized miniature on a 100mm base with 75mm threat ring. Cast entirely in ghostly translucent materials and standing 10 inches tall, this undead dragon makes for a great campaign antagonist or deathly addition to your dragon collection. The *Red Ghost Dragon* also comes in an unpainted version! Scheduled to ship in September 2024.
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Ghouls and Ghosts make up some of the more humanlike, sentient undead. These undead can be found in dark crypts and evil necromancer's lairs. *D&D Icons of the Realms: Undead Armies - Ghouls and Ghosts* contains four terrifying undead foes - 2 Ghouls and 2 Ghosts - for your adventurers to battle! *Dungeon Masters* can quickly build new encounters with the mix of Ghouls and Ghosts. With its non-blind packaging, building your undead army is quick and simple! Features: Non-blind packaging lets you build your army and plan your encounters, Varied poses and paint schemes make each Ghoul and Ghost feel unique. Looking for more undead army builders? Scheduled to ship in September 2024.
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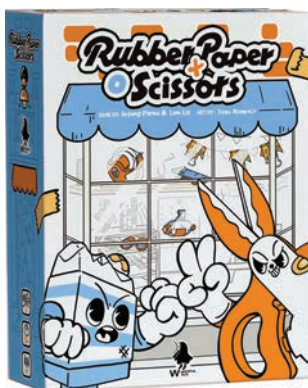


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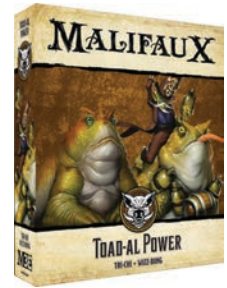
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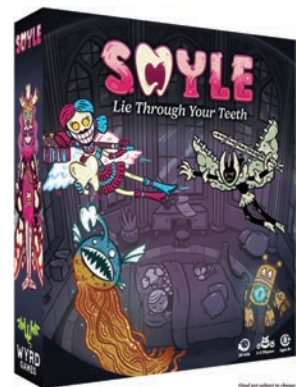
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Pocket Cats is a dynamic blend of strategy and surprise, perfect for anyone looking for a quick and engaging game. Scheduled to ship in July 2024.

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Smyle is a light-hearted memory game for 2-5 players about taking the good teeth right out of your opponent's smiling faces. Find out why 9/10 dentists recommend Smyle. Scheduled to ship in July 2024.

WYR 11102\$20.00



BATTLEZOO ELDAMON

BATTLEZOO ELDAMON (P2)

RFC 23030 \$59.99 | Available September 2024

BATTLEZOO ELDAMON (5E)

RFC 23031 \$59.99 | Available September 2024

With *Battlezoo Eldamon*, available for both *5th Edition* and *Pathfinder 2nd Edition*, you can finally befriend, train, battle, and evolve 162 elemental monsters and master 13 diverse elements, each with a different playstyle! The book contains a brand new magic system consisting of 300 elemental powers for use by eldamon and the elemental avatars who channel the power of eldamon within their own souls.

Eldamon are elemental monsters who live out of phase with reality, often melding into creatures, objects, or locations that suit their elemental natures. This means that adventurers can encounter eldamon during the course of their normal quests! In fact, *Battlezoo Eldamon* includes multiple ways to handle eldamon to ensure that the experience is always engaging for your group and never distracts from the main quest... unless you choose together to run a campaign focused around eldamon. Anyone can befriend an eldamon and have them engage in mock battles with other eldamon, but only the new eldamon trainer class can use those eldamon against threats from their own reality, like dragons and giants.

When an eldamon melds into a creature for a long time, they sometimes become an elemental avatar, a new class perfect for anyone who wants to channel the power of the elements by their own strength. An elemental avatar is more focused on their own element,

gaining various mysterious abilities from the synthesis within their souls that even eldamon can't normally use.

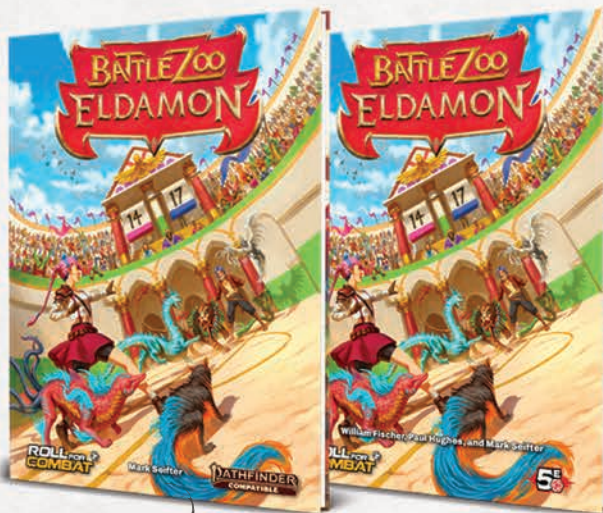
With plenty of lore to discuss the default assumptions for eldamon in your world, as well as how to change those assumptions to tell countless variations of new stories, *Battlezoo Eldamon* has everything you need to add a brand new system of elemental magic and 162 beautifully-illustrated elemental monsters to your game!

Here's an excerpt from the introductory chapter to give you a taste of what eldamon are!

A WORLD OF ELDAMON

Eldamon are strange elemental creatures that live hidden in the world's untamed places, waiting for daring explorers to find and befriend them. They exist across the world and can inhabit nearly any sort of space or location, but they're frequently in hiding. The majority of eldamon are content to simply coexist with their surroundings, but a select few emerge to engage with the outside world, and those eldamon are just waiting for daring adventurers searching for friends.

But what exactly are eldamon, and where do they come from? This is a question that scholars and theologians have discussed, analyzed, and theorized upon for ages, with no single consensus. Eldamon are seemingly immortal elemental beings as diverse and varied as the world itself, with researchers uncovering, befriend, and cataloging new types of eldamon on a regular basis. While some individual eldamon are quite young, eldamon as a whole are ancient, and some theories consider eldamon to be a part of the creation of the universe or perhaps one of the aftereffects of that process. When most people think of an ancient creature, they might imagine a being so distant and aloof that they don't deign to interact with mortal beings, but eldamon defy that assumption. Scholars believe that an eldamon's ability to connect with ephemeral mortals is tied to their unique perspective on the world and the passing of time. After years of discussion, research, and analysis, the consensus opinion is that most eldamon live in the moment without focusing much on history. This leads many eldamon to possess an





almost childlike nature and view of the world, even though ancient eldamon might be thousands, millions, or even billions of years old.

One aspect that all eldamon share in common is that each is tied to one of twenty specific elements found within the world, the twenty elements revered by the elemental religion known as the Eld. These elements range from the concrete and physical, such as air, earth, fire, water, and wood, to others that might seem a bit abstract or esoteric, such as life, death, space, time, or music. Elementalists who don't follow the Eld sometimes disagree with the use of the term "element" to describe some of these twenty sources of power for eldamon, but the term has been used this way since ancient times, so attempts by these scholars and theorists to change the terminology are unlikely to succeed.

KEY TAKEAWAYS ABOUT BATTLEZOO ELDAMON:

- Eldamon trainer class, allowing you to befriend, train, battle, and evolve eldamon you discover during your adventures.
- Elemental avatar class, allowing you to seize the power of the elements in your own hands and master your element's playstyle.
- Brand new magic system of elemental powers, with over 300 powers and 13 elements, each with its own unique playstyle. Carefully control the high and low tides with water, or sow plants with wood to harvest later for a powerful boost!
- 162 eldamon with a mix of common, uncommon, and rare eldamon from all 13 elements, plus eldamon index (eldadex) entries for each eldamon. Can you find and befriend them all?
- A comprehensive and engaging lore section providing context for eldamon, default assumptions, and how to change them.
- Rules for finding and befriend eldamon that work for any group, including ways to embellish for GMs interested in having eldamon fit their adventures and how to simplify it all down so the player can handle everything themselves without taking any time for the rest of the table.

...

Mark Seifter is the Director of Game Design at Roll For Combat, and has been the design lead on over 162 Tabletop RPG game titles and has worked on even more for various companies in the Tabletop RPG industry, including Paizo. Some of his credits as primary design lead include Pathfinder 2nd Edition Gamemastery Guide and Pathfinder 2nd Edition Advanced Player's Guide, and he was one of the four leads on the creation of Pathfinder Second Edition.

DEATH

The element of death represents the end of life, part of the natural cycle. Death powers represent the end, so they weaken and kill living things and undead alike. As undying incarnations of natural elements, eldamon aren't killed by death powers, though they're still harmed and depleted as normal for other damaging effects. This is fortunate when it comes to eldamon battles, as otherwise death eldamon would be banned from competing.



Special Rules

Death elemental powers have the following special rules.

Drained

Many death powers inflict a new condition called drained. While drained, a creature has disadvantage on Constitution saving throws. When a death power

imposes the drained condition on a creature that's already drained, that creature instead takes necrotic damage equal to the power's level (or an additional 10 necrotic damage, if the power is an ultimate power). If the power that caused the new drained condition also deals necrotic damage, add the extra damage before applying resistances and weaknesses.

Element Benefits

If your associated element is death, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

You can surround yourself with death energy as you move, forcing foes to get out of your way or suffer the consequences. Whenever you move on your turn, you can attempt to move through other creatures' spaces. The creature has a choice: they can either allow you to move through their space, or they can prevent your movement, taking necrotic damage equal to 1 plus twice your power level, or half as much damage with a successful Constitution saving throw. If a creature chooses to prevent your movement in this way, your movement immediately ends and you can't move any further on your turn, even if you still had more distance you could travel.

Enhanced Locomotion. Your connection to death allows you to appear by the side of recently or nearly dead creatures, almost like a psychopomp or harbinger of doom. As a bonus action, you can teleport to an unoccupied space within 5 feet of a creature that is dying or that has died in the past minute. To do so, you must be able to see the creature, and the creature must be within 60 feet of you.

Elemental Manipulation

As an action, you can control death in minor ways, allowing you to kill a Tiny, non-creature plant with just a touch. Alternatively, you can touch a dying creature; if the creature is making death saving throws, you can increase or decrease its number of death saving throw failures by 1. At the GM's discretion, you can make other minor adjustments involving death, though this is never sufficient to kill a creature that isn't already dying.

Elemental Resistance

Your body becomes resistant to death's call. You gain resistance to necrotic damage.

Enhanced Resistance. When you make a death saving throw, you treat a roll of 6 or higher as a success.



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Elemental Sculptor

As an action, you can kill all Tiny, non-creature plants in a 10-foot cube up to 20 feet away from you. Alternatively, you can increase or decrease the death saving throw failures of a creature you can see within 20 feet of you by 1. At the GM's discretion, you can make other similar adjustments involving death, though this is never sufficient to kill a creature that isn't already dying.

Elemental Senses

You can sense how close a creature is to death. Just by looking at a creature, you can tell if it is healthy (above three-quarters its hit point maximum), hurt (between half and three-quarters its hit point maximum), injured (between one-fourth and half its hit point maximum), or at death's door (below one-fourth its hit point maximum). If a creature is actively attempting to disguise its life force or level of injury, you might need to win a Wisdom (Perception) contest opposed by the creature's Charisma (Deception) check.

Elemental Shield

The bonus granted by your *elemental shield* also applies to Constitution saving throws.

ACTIVE POWERS

Deathtouch

1st-level active death

You touch a creature, sending them to the harsh embrace of death. Make a melee power attack against a creature you can see within your reach. On a hit, the target takes 1d12 necrotic damage plus 1d12 necrotic damage per power level.

Steal Breath

1st-level active death

You breathe in deeply, drawing in the life force of nearby creatures. Each creature in a 15-foot cone must make a Constitution saving throw, taking 1d6 necrotic damage plus 1d6 necrotic damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target has disadvantage on its next attack roll using Strength before the end of its next turn.

At power level 5, you can increase the size of the power to a 20-foot cone. At power level 9, you can increase the size to a 25-foot cone.

Rigor Mortis

2nd-level active death

You unleash a line of death that partially necrotizes those within it, stiffening their bodies. Each creature in a 30-foot-long, 5-foot-wide line must make a Constitution saving throw, taking 1d6 necrotic damage plus 1d6 necrotic damage per power level on a failed save, or half as much damage on a success. Also on a failed save, all creatures have advantage on attack rolls against the target, and it has disadvantage on

Dexterity saving throws, both until the end of your turn.

At power level 4 and every 2 power levels thereafter, you can increase the length of the line by an additional 10 feet, to a maximum of a 60-foot line at power level 8.

Sicken Unto Death

2nd-level active death

You infuse concentrated death energy into a creature, sickening it as necrotic energies flood its body. One creature you can see within 30 feet of you is poisoned for 1 minute unless they succeed at a Constitution saving throw. While poisoned in this way, the target must make a Constitution saving throw at the end of each of its turns. On a failed save (either the initial save or an ongoing save), the target takes 1d4 necrotic damage plus 1d4 necrotic damage per power level. On a success, the effect ends.

Death Pulse

3rd-level active death

You emit a sudden pulse of death energy, controlling the distance to limit harm to the environment. You fill a sphere centered on you with necrotic energy. The sphere has a radius between 10 feet and 30 feet (your choice). Each creature in the area must make a Constitution saving throw, taking 1d8 necrotic damage plus 1d8 necrotic damage per power level on a failed save, or half as much damage on a successful one. Small, non-creature plants such as flowers and grass within the area wither and die.



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FLYING ELDAMON

Due to their tether with their eldamon trainer friend, a phased-in eldamon with a fly speed must end its turn by descending to the ground; if they don't do so, they fall. Even spirit eldamon, which are normally spectral in nature, end their turn floating along the ground.

If the eldamon trainer is combined with the eldamon using Melded Phase, the tether doesn't restrict them, and they don't need to end their turn by descending to the ground.

Tairopoof, Air Bat Eldamon

Tairopoofs, commonly known as "air bat eldamon," are the most common among air eldamon, and they can often be seen dancing among the winds on a blustery day. Usually a bit anxious, shy, and self-conscious about their appearance, tairopoofs appreciate caring and supportive friends who can help them grow and work through their struggles. When a tairopoof escapes these mental shackles, they soar freely across the sky.

TAIROPOOF, NYCTAIRIS, AND AIROPTERA

Common air eldamon

Armor Class 12 (natural armor) + Dexterity modifier

Hit Dice 1d4 per eldamon level

Hit Points at 1st Level 4 + Constitution modifier

Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	8 (-1)

Saving Throws Dexterity, Intelligence

Skills Acrobatics, Stealth, Survival

Damage Vulnerabilities cold, lightning; damage from electricity, ice, and metal elemental powers

Damage Resistances damage from air, body, earth, and wood elemental powers

Special Senses darkvision 30 ft.

Languages Auran

Evolution Condition Helping tairopoof overcome their anxiety toward their body and scaring others.

Elemental Trait: Wind Speed. Air energy speeds you up when using your air powers to move. While moving with an air power, you gain a bonus to your walking or flying speed equal to 5 feet times your proficiency bonus.

Form Trait: Air Wings. Your wings are formed entirely out of air, providing you significantly greater maneuverability in flight than most other creatures. You gain the hover trait.

Evolution Trait: Air Unleashed. The unleashed power of air allows you to move with unrestricted mobility. You don't have to end the turn by descending to the ground, even if you aren't combined with an eldamon trainer using the Melded Phase class feature.

Power Progression. **1st level:** (active) *backlash gust*, *wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **3rd level:** (active) *backlash gust*, *wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **5th level:** (active) *drifting slash*, *wind rush*, *whirlwind* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **7th level:** (active) *aerial trail*, *drifting slash*, *wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **9th level:** (active) *aerial trail*, *drifting slash*, *wind rush* (reactive) *dispersing retreat* (refresh) *rushing retreat*; **11th level:** (active) *aerial trail*, *drifting slashing*, *zephyr slash* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **13th level:** (active) *drifting slash*, *galeforce launch*, *zephyr slash* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **15th level:** (active) *centripetal barrage*, *galeforce launch*, *tornado*, *zephyr slash* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **17th level:** (active) *centripetal barrage*, *galeforce launch*, *hurricane downdraft*, *tornado* (reactive) *dispersing retreat* (refresh) *rushing refresh*; **19th level:** (active) *centripetal barrage*, *galeforce launch*, *hurricane downdraft*, *tornado* (reactive) *dispersing retreat* (refresh) *rushing refresh* (ultimate) *aeolus*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

Claw. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + Dexterity modifier slashing damage.



TAIROPOOF ELDADEX #010



COMMON NAME: AIR BAT ELDAMON

HEIGHT/LENGTH: 1'01" WEIGHT: 0.5 lbs.

ELEMENT: **AIR** FORM: **PET** RARITY: **COMMON** SOURCE: **ELDAMON**



BATTLE FORM: NYCTAIRIS

EVOLVED FORM: AIROPTERA

PREFERENCES: CUTE AND TINY THINGS

DESCRIPTION:

Tairopoofs are slightly anxious air bat eldamon. While they're friendly to most other creatures, they particularly love fluffy, cute, and small things. Many tairopoofs are secretly anxious that their red eyes and the inaccurate negative stereotypes about bats mean that other people might find them creepy instead of cute. Hence, tairopoofs will sometimes go to great lengths to befriend others. Those who show affection to a tairopoof will have a friend for life.

Pet Form

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NYCTAIRIS ELDADEX #011



COMMON NAME: AIR BAT ELDAMON

HEIGHT/LENGTH: 5'07" WEIGHT: 3 lbs.

ELEMENT: **AIR** FORM: **BATTLE** RARITY: **COMMON** SOURCE: **ELDAMON**



PET FORM: TAIROPOOF

EVOLVED FORM: AIROPTERA

PREFERENCES: CUTE AND TINY THINGS

DESCRIPTION:

While most eldamon take on a more ferocious battle form as a means of intimidation, the anxious and friendly nyctairis goes out of their way to try to appear as approachable as possible, given the clear aura of power radiating out of them from their air elemental energy. Their wings transform into pure wings of air, and they grow another set of limbs, making it much easier for them to hold or touch fluffy things as well as to guide and direct air energy during a battle.

Battle Form

AIROPTERA ELDADEX #012



COMMON NAME: AIR BAT ELDAMON

HEIGHT/LENGTH: 11'01" WEIGHT: 30 lbs.

ELEMENT: **AIR** FORM: **EVOLVED** RARITY: **COMMON** SOURCE: **ELDAMON**



PET FORM: TAIROPOOF

BATTLE FORM: NYCTAIRIS

PREFERENCES: CUTE AND TINY THINGS

DESCRIPTION:

Airopteras come about when a tairopoof finally overcomes their anxiety towards their body and potentially scaring others, allowing them to let go of their relatively cuter battle form, nyctairis, in exchange for an evolved form that unleashes their true power. Tairopoof have a strong inner potential hidden within them, and by releasing it, they become far more formidable. Both their wings and tail are replaced by air energy, and their fluffy, cloudlike chest fur becomes exceptionally protective. While their face becomes truly fearsome, underneath, they have the same kindhearted personality and love of cute things.

Evolved Form

EARTH

The element of earth represents the strength and endurance of rock and stone. Thus, its powers tend to have a shorter range but focus on allowing their user to endure various attacks and come out on top.

Associated Damage Type: Bludgeoning
Associated Traits: Earth

Active Powers

1ST LEVEL

BOULDER SMASH

POWER 1

ATTACK CONCENTRATE EARTH MAGICAL

You create a huge boulder attached to your body and smash a foe while using the boulder to block attacks. Make a melee power attack roll against a foe within your reach, dealing 2d8 bludgeoning damage plus 1d8 bludgeoning damage for each level you have. You gain a +2 circumstance bonus to AC until the beginning of your next turn.

Critical Success You deal double damage to the target.

Success You deal normal damage to the target.

Failure The boulder doesn't connect directly, but a glancing blow deals the target 2 bludgeoning damage plus 1 bludgeoning damage for each level you have.

Critical Failure The boulder misses completely.

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TREMOR STOMP

POWER 1

CONCENTRATE EARTH MAGICAL

Requirements You are standing on a solid surface

You stomp and infuse earth energy into the ground, creating a localized tremor. You deal 2d6 bludgeoning damage plus 1d6 bludgeoning damage for each level you have to all creatures standing on the same solid surface in a 5-foot emanation, with effects depending on their Fortitude save. At 9th level, you can choose to increase the size of the emanation to a 10-foot emanation when you use Tremor Stomp, and at 17th level, you can also choose to increase it to a 15-foot emanation.

Critical Success The creature is unaffected

Success The creature takes half damage and their footing is unsteady, causing them to become off-guard until the beginning of their next turn.

Failure The creature takes full damage and their footing is unsteady, causing them to become off-guard until the beginning of their next turn. It takes a -1 circumstance penalty to attack rolls against creatures other than you for 1 round.

Critical Failure The creature takes full damage and falls prone. It takes a -2 circumstance penalty to attack rolls against creatures other than you for 1 round.

3RD LEVEL

GRASP OF THE HUNGRY EARTH

POWER 3

CONCENTRATE EARTH MAGICAL

Requirements You are standing on a solid surface

You detach earth from your body into the ground in a single direction to clutch nearby foes and hinder their movements. Choose one of your space's four sides. All foes adjacent to you along that side (typically up to three foes if you are Medium, four foes if you are Large, and so on) take 2d6 bludgeoning damage plus 1d6 bludgeoning damage for each level you have, with a basic Fortitude save.

Critical Success The creature is unaffected

Success The creature takes half damage.

Failure The creature takes full damage and is partially ensnared. It can't Step as long as it is adjacent to you along the side you chose, and all of those spaces are difficult terrain to it; these effects last until the beginning of your next turn, or until it Escapes against your power DC, whichever comes first.

Critical Failure The creature takes double damage from the earth's grasp and is immobilized until the beginning of the next turn or until it Escapes against your power DC, whichever comes first.

STONE SHELL

POWER 3

CONCENTRATE EARTH MAGICAL

You surround yourself in a shell of protective stone. You gain resistance 7 against all physical damage (except adamantine). Whenever this resistance prevents damage, it decreases by 1. The resistance lasts until you refresh or until it decreases to 0, whichever comes first. At 4th level, and every 2 levels thereafter, the resistance increases by 1, to a maximum of 16 at 20th level.

5TH LEVEL

PIERCING SPIKE ♦♦

POWER 5

ATTACK CONCENTRATE EARTH MAGICAL

You create a spike of stone and twist it as you shoot it forth, piercing through several foes in a line. Make power attack rolls against each foe in a 15-foot line. They take 2d6 piercing damage plus 1d6 piercing damage for each level you have, depending on the results of your power attack roll. If your reach is greater than 5 feet, the length of the line is equal to your reach + 10 (a 20-foot line for 10-foot reach, a 25-foot line for 15-foot reach, and so on).

Critical Success You deal double damage to the foe, and they take a -2 status penalty on attack rolls for 1 round from the spike's fragments unless they or an ally spend an Interact action to remove them first.

Success You deal normal damage to the foe, and they take a -2 status penalty on their next attack roll from the spike's fragments unless they or an ally spend an Interact action to remove them first.

Failure The spike only grazes the foe, dealing 2 piercing damage plus 1 piercing damage for each level you have.

Critical Failure The spike misses completely.

ENTRENCH ♦♦

POWER 5

CONCENTRATE EARTH MAGICAL

Requirements You are standing on a solid surface

You entrench yourself into the ground and immobilize yourself, making it difficult for foes to move you or move past you. You're immobilized and gain a +4 status bonus to saving throws and DCs against effects that attempt to move you, and Entrench attempts a counteract check against those effects with a counteract modifier equal to your power DC - 10 and a counteract level equal to half your level rounded up. Additionally, all squares within your reach are difficult terrain for your foes and when a foe enters your reach from a square outside your reach during their movement, they must succeed at a Fortitude save against your power DC or their movement ends. These effects last until you refresh, until you are no longer immobilized, until you move, or until you choose to end them as a free action, whichever comes first.

7TH LEVEL

VENGEFUL BACKLASH ♦♦

POWER 7

CONCENTRATE EARTH MAGICAL

Requirements You are standing on a solid surface

You circulate earth energy within yourself, ready to send shockwaves of backlash that punish those who dare to harm you with an equal but opposite reaction, even reverberating through their weapons. Until the beginning of your next turn (or until you are no longer standing on a solid surface, whichever comes first), all creatures that hit you with melee Strikes take bludgeoning damage from Vengeful Backlash equal to the result of their damage roll, before doubling the damage for a critical hit or adjusting for resistance, weakness, or the like. While this effect lasts, you can choose to give yourself

a circumstance penalty to AC against your foes' attacks, up to a maximum penalty of -4, in order to take more hits; you can select the penalty separately against each attack. If no creatures hit you with melee Strikes while Vengeful Backlash is active, on your next turn, if you use a damaging earth power without a duration, that power deals additional bludgeoning damage equal to your level.

EARTHEN MAUL ♦♦

POWER 7

ATTACK CONCENTRATE EARTH MAGICAL

You swing an enormous maul of earth in a wide swipe, rebuffing several foes and deflecting their attacks against you, and potentially nearby allies. Make power attack rolls against all foes within a 20-foot cone. You deal 1d6 bludgeoning damage plus 1d6 bludgeoning damage for each level you have, depending on the results of your power attack roll.

Critical Success You deal double damage to the foe, and you and allies within 20 feet of you gain greater cover against that foe until the beginning of your next turn. Allies' cover depends on their current position; allies who later move away from you lose the cover, and allies who move to within 20 feet after you used the power gain the cover.

Success You deal normal damage to the foe, and you and all allies within 20 feet of you gain standard cover against that foe until the beginning of your next turn. Allies' cover depends on their current position; allies who later move away from you lose the cover, and allies who move to within 20 feet after you used the power gain the cover.

Failure The swing is only a glancing blow against the foe, dealing 1 bludgeoning damage plus 1 bludgeoning damage for each level you have, and you gain standard cover against that foe until the beginning of your next turn.

Critical Failure The maul misses completely, though you still gain lesser cover against the foe until the beginning of your next turn.



BATTLEZOO ELDAMON

Introduction

A World of Eldamon

Character Classes

Elemental Powers

Eldamon Entries





I SEE YOU!

Most fire eldamon are constantly alight, which sheds light like a torch: bright light in a 20-foot radius and dim light to the next 20 feet.



PATHFINDER
COMPATIBLE

Squirrelash, Fire Squirrel Eldamon

The consummate collectors, squirrelashes typically choose a single specific theme for their collection, rather than possess a hoard of esoteric odds and ends like a centesla whose completionism focuses on material possessions. A squirrelash who wants to collect specific sorts of objects might also become either a friend or rival to an eldamon focused on the same sort of object, which leads squirrelashes to interact with other types of eldamon more than almost any other eldamon does.

Add to that the fact that some squirrelashes want to collect something less tangible than physical objects, and there's even more eldamon who run into a squirrelash who shares their obsession. More than one eldamon trainer has befriended a squirrelash who wishes to collect friends early in their career. Such a partnership proves valuable, as the two share an interest in meeting and befriending as many new eldamon as possible.

SQUIRRELASH, SQUIRRELEMBER, AND SQUIRRELAVA

ELDAMON FIRE

Element Fire

Attribute Modifiers Str -1, Dex +3, Con +2, Int +0, Wis +4, Cha +1

Eldamon Language Pyric

Eldamon Hit Points 6

Eldamon Skills Acrobatics, Stealth, Survival

Eldamon Saving Throw Reflex

Senses low-light vision

Resistances fire, metal, plant, wood

Weaknesses cold, earth, water

Speed 25 feet

Melee ♦ tail (agile, finesse; reach 10 feet when evolved only); **Damage** 1d4 fire (1d6 fire when evolved only)

Evolution Condition Helping squirrelash perfect their collection.

Elemental Ability Spreading Flame Your fire powers spread mischievously beyond their normal area. When you use a fire power that has an area of effect, choose one square adjacent to the normal area to include in the area.

Form Ability Acrobatic Climber You use Acrobatics to Climb instead of Athletics.

Evolution Ability Smoke Tail When you remain in the same position without moving for at least 2 consecutive rounds, smoke from your tail causes you to become concealed until you move again. As normal for concealment that gives away your position, you can't use it to Hide.

Power Progression 1st Fan of Flames, Flame Whip, Retributive Burn, Devour Flames; 5th Flamethrower, Flame Whip, Fire Whirl, Retributive Burn, Devour Flames; 7th Flamethrower, Fire Whirl, Trail Blaze, Retributive Burn, Devour Flames; 9th Flamethrower, Fire Whirl, Trail Blaze, Retributive Burn, Smokescreen; 11th Explosion, Fire Whirl, Trail Blaze, Retributive Burn, Smokescreen; 13th Explosion, Meteor, Trail Blaze, Retributive Burn, Smokescreen; 15th Explosion, Inferno, Meteor, Trail Blaze, Retributive Burn, Smokescreen; 17th Explosion, Firestorm, Inferno, Meteor, Retributive Burn, Smokescreen; 19th Explosion, Firestorm, Inferno, Meteor, Retributive Burn, Smokescreen, Phlegethon

Attribute Modifier Progression *Advanced Training* (5th) Str +0, Dex +3, Con +3, Int +1, Wis +4, Cha +2; *Eldamon Evolution* (11th) Str +0, Dex +4, Con +4, Int +1, Wis +5, Cha +2; *Apex Training* (15th) Str +1, Dex +5, Con +4, Int +2, Wis +5, Cha +3; *Final Attribute Boost* (17th) Str +1, Dex +5, Con +4, Int +2, Wis +6, Cha +3



SQUIRRELASH ELDADEX #001



COMMON NAME: FIRE SQUIRREL ELDAMON

HEIGHT/LENGTH: 1'06" WEIGHT: 11 lbs.

ELEMENT: **FIRE** FORM: **PET** RARITY: **COMMON** SOURCE: **ELDAMON**



BATTLE FORM: SQUIRRELEMBER

EVOLVED FORM: SQUIRRELAVA

PREFERENCES: COLLECTING

DESCRIPTION:

Squirrelashes are the collectors and hoarders of the eldamon world. Unfortunately, their fiery embers sometimes cause some of their collections to burn into ash, which makes them very sad, so they try to take special care to avoid that fate. Many eldamon trainers empathize with squirrelash's collection obsession, and thus it's easy for them to bond, making squirrelash an especially common first eldamon. The only thing more important to a squirrelash than its collection are their friends.

Pet Form

BATTLEZOO
ELDAMON

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SQUIRRELEMBER ELDADEX #002



COMMON NAME: FIRE SQUIRREL ELDAMON

HEIGHT/LENGTH: 5'05" WEIGHT: 175 lbs.

ELEMENT: **FIRE** FORM: **BATTLE** RARITY: **COMMON** SOURCE: **ELDAMON**



PET FORM: SQUIRRELASH

EVOLVED FORM: SQUIRRELAVA

PREFERENCES: COLLECTING

DESCRIPTION:

When their collection is in danger, squirrelash takes their squirrelember battle form. A squirrelember's tail grows longer and glows slightly with fiery energy, with a downward curl corresponding with the glow and indicating the amount of fire it's stored up. Ever the collector, even in battle, squirrelember sometimes tries to keep that energy stored up to keep it through the winter, but when the going gets tough, they are reluctantly willing to unleash it in a blazing inferno.

Battle Form

SQUIRRELAVA ELDADEX #003



COMMON NAME: FIRE SQUIRREL ELDAMON

HEIGHT/LENGTH: 10'05" WEIGHT: 700 lbs.

ELEMENT: **FIRE** FORM: **EVOLVED** RARITY: **COMMON** SOURCE: **ELDAMON**



PET FORM: SQUIRRELASH

BATTLE FORM: SQUIRRELEMBER

PREFERENCES: COLLECTING

DESCRIPTION:

In their evolved form, squirrelava has not only mastered their collections but has also stored up so much fire energy that their tail curls upward, seeming to defy gravity as it rises like smoke. Their bodies become particularly powerful, resilient, and limber, darkening in hue but lit by the inner power of the squirrelava's flame. The more powerful the squirrelava, the darker their outer fur seems to be, but the brighter the inner fire and tufts of flame become. Some eldamon scholars believe that their darkened outer form allows them to take their hoarding tendencies to an extreme and save up fire for extremely concentrated attacks only when it's needed.

Evolved Form

HOLOTYPE

MESOZOIC NORTH AMERICA

HOLOTYPE: MESOZOIC NORTH AMERICA

BXW 110 \$49.95 | **Available Now!**

INSPIRATION

One night, many years ago, my grandfather John Carter handed me an old dusty book. From that moment on I was hooked. While I love the works of Edgar Rice Burroughs, thanks to my grandfather as well, this was a book of science. Specifically, the science of Paleontology and all things dinosaur, pterosaur and more. Many electives in Paleontology and Geology continued the deep dive

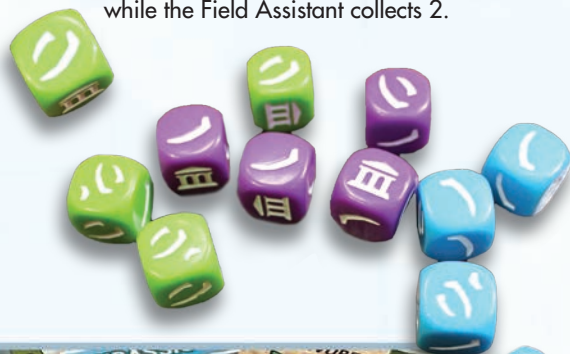
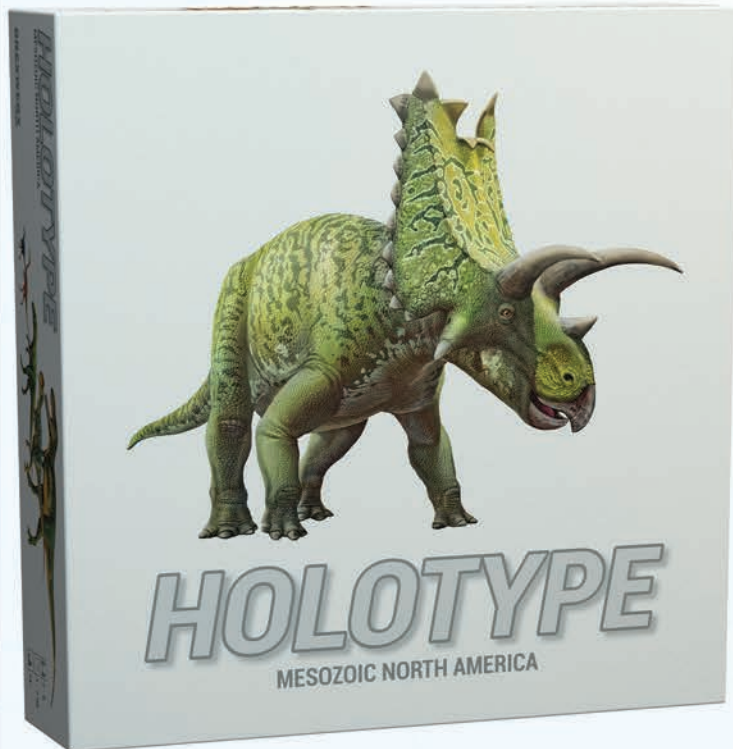
throughout college. During the pandemic I found the book in my storage (and way overdue, apologies to the Los Angeles Public Library). This rediscovery led to the beginning of *Holotype*.

Lex, my co-creator in Brexwerx Games, and I wanted to make a worker placement game and the Paleontology theme made perfect sense. We didn't want to make another dinosaur game based on a theme park or science run amok, good ones of those already exist. We wanted to make something that treated the field with the respect we had for it while still abstracting it enough to make the gameplay fast playing and engaging for players.

Holotype is a light-strategy game for 2-5 players where players play Paleontology departments collecting fossils, conducting research and publishing their findings of new specimens in scientific journals. Publishing dinosaurs and completing personal and global objectives earns each player points towards victory.

WORKERS

Being a worker placement game, we felt the meeples should have some relationship to the different levels of knowledge in the field. The three workers each player has are the Paleontologist, the Grad Student and the Field Assistant. Only the Paleontologist and Grad Student can publish and earn victory points. The actions the Paleontologist and Grad Student can perform at each location are also a little more powerful than the Field Assistant. For example, a Grad Student collects 3 Research cubes when going to the University while the Field Assistant collects 2.





Workers can be “bumped” from a location allowing the newly placed worker to use that location and returning the bumped worker to its owner for their next turn. Workers can only bump another worker if the worker being bumped is the same size or smaller. Players want to have their workers bumped and part of the strategy becomes ‘do I want to go here knowing that it will give my opponent their worker back?’. This bumping mechanic makes for very fast continuous worker placement where turns are often just a few seconds long, and games are about 20 minutes per player. Bring snacks to the table because it will be back to your turn before you know it!

ACCURACY

While knowledge of Paleontology isn’t necessary to play or enjoy the game we wanted to be as accurate as possible with all the card information and artwork. We didn’t want a situation where Tyrannosaurus was depicted as being from the Jurassic. While we had plenty of knowledge about dinosaurs and the Mesozoic era, it wasn’t nearly on par with what would be needed to fact-check our dinosaur types, geologic formations, publishing dates, etc. To this end we became involved with our local Arizona Museum of Natural History and the Southwest Paleontological Society. They were invaluable in helping us find our field experts Peter Kloess and Benjamin Mohler. They ensured dates, locations, names, types etc. were as accurate as possible given the current publications.

One example of this detail was the ‘Genasaur’ type of dinosaurs within the game. Originally, we were using ‘Ornithopod’ to cover these types. After going over all the dinosaurs included in this group, Dr. Kloess informed us that stegosaurs and ankylosaurs weren’t in that group, and we should expand the type to genasaurs to include them and ornithopods in the game.

ARTWORK

For a game featuring dinosaurs we wanted great art that showed life renditions of what the ancient creatures may have looked like. We

enlisted the award winning paleoillustrator Sergey Krasovskiy with all specimen and trace fossils artwork. When depicting a specimen, Sergey references bones of that specimen when starting out. If the animal is only known from a few bones, then he looks at closely related species to inform his design decisions. We’ve included an example of his process from sketch to final artwork of the Corythosaurus.

CUBES, MAPS AND MORE

There are many other elements of Holotype influenced directly by the field, but we’ll leave those for players to discover. A few hints though:

There is a full color map of North America during the Cretaceous Period somewhere ‘in’ the box.

Why are the fossil cubes those particular colors?

Why is the game named ‘Holotype’?

What’s a ‘Coprolite’?



...

When not designing games with Lex, Brett can be found making music with his collection of old analog synths from the 80s.



A LOOK AT THE MARVEL HEROCLIX: STARTER SET 2025



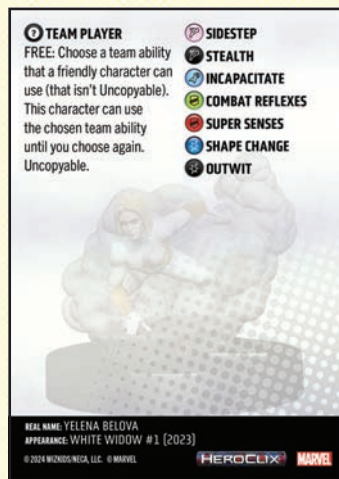
GET READY TO BRING THE ACTION OF THE MARVEL UNIVERSE TO YOUR TABLETOP! **WIZKIDS**

MARVEL HEROCLIX: STARTER SET 2025

WZK 84999 \$39.99 | Available August 2024!

The *Marvel HeroClix: Starter Set 2025* features pre-painted miniatures of four popular Marvel characters brought to life with dynamic sculpts and fun, easy to learn dials, including Captain America, Thor, Hulk, and recent breakout star, Yelena.

Both veteran players and those who have never played a miniatures game before will all find something for them in this set. Players will want to purchase this starter to add these characters to their collections or maybe start their collections. Each figure comes with two character cards, a basic card that is easier to learn the game with, and a more advanced card for when players are feeling more comfortable or want to try a different strategy. The character's combat dials keep the same standard powers and stats no matter which card the players decide to use, which allows for easier learning and a smoother transition into a more advanced game. Let's look at Yelena's dial and character cards!



Yelena will fit on a number of teams with her Team Player team ability that allows her to copy the team abilities of other friendly characters. Her S.H.I.E.L.D. Assassin, Martial Artist, and Spy keywords give her plenty of options if players like to keep a theme. All the basic cards only have one trait. It's the Basic Card trait and tells players which card to use if the character is being played at their 50-point value.

Yelena has a special power called Widow's Sting which states: Incapacitate. When Yelena uses it, deal each hit character 1 penetrating damage. With 4 range and 3 targets, Yelena can hand out tokens and damage to a large part of the opposing team with the right positioning, which her opening 3 clicks of Sidestep will help with quite nicely. She also has a 12 or 11 attack while she has this power, befitting a master spy trained in the Red Room, so she should be able to land hits most of the time.

On the defense side she starts out with Combat Reflexes for a bonus to close combat and Shape Change for a chance to avoid the attack before its even made. The back half of her dial she switches tactics a little bit as she decides to hide in the shadows with Stealth

and Outwit her opponent's powers and abilities. She can still avoid attacks with Super Senses which pairs nicely with her 3 clicks of 18 defense, making her a hard target to take down.

When players are feeling like they are ready to take their game to the next level, they can break out the Advanced Cards.



All Advanced Cards have two traits. The first is the Advanced Card trait, letting players know this card corresponds to the figure's 75-point value. Yelena's second trait, Keep to the Shadows, states, "At the beginning of your turn, Yelena may move up to two squares then generate a smoke terrain marker within range and line of fire." This trait mirrors the sculpt as Yelena appears out of a cloud of smoke. The trait compliments both her speed powers nicely. For the first half of her dial, she can use the extra movement to move out of cover for a better shot before using Sidestep to take a more defensive position or she can move a total of 4 squares for free to set up the perfect shot.

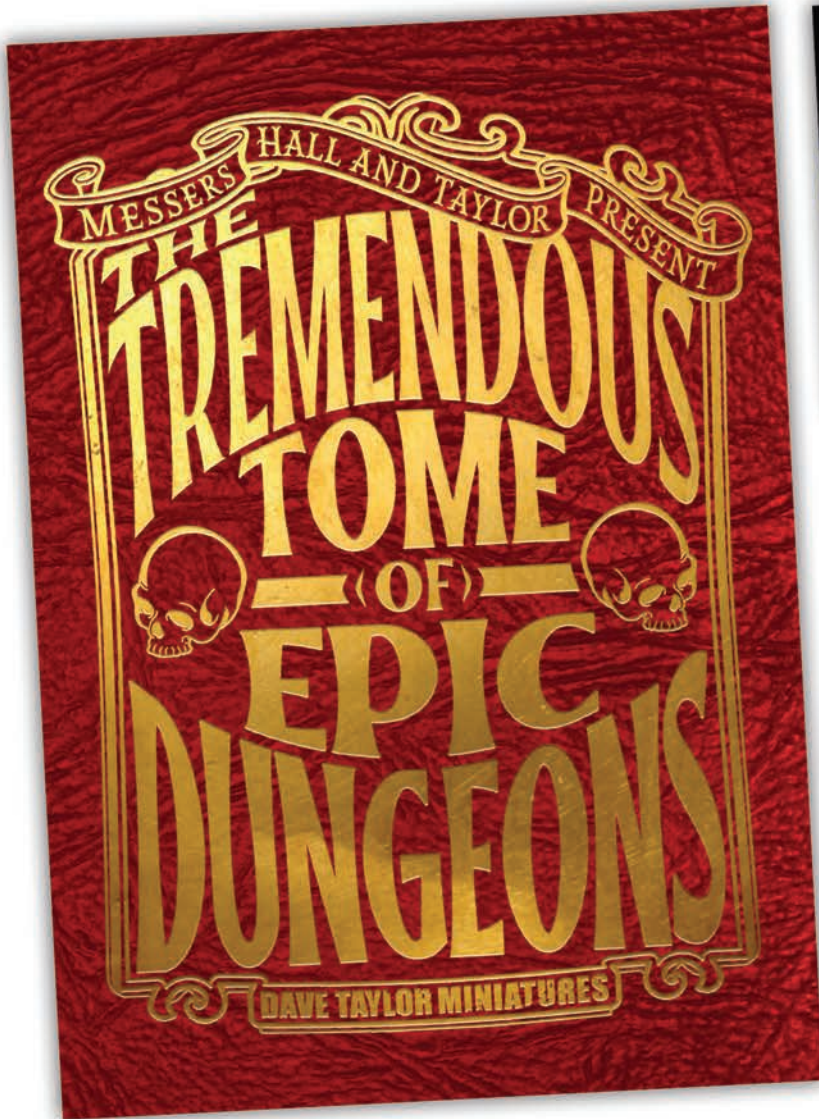
On the back half of her dial the power lets her lay down cover to take advantage of her Stealth. The 75-point Advanced version of Yelena swaps out the Widow's Sting for a Lethal Skill special attack power. It states, "Penetrating/Psychic Blast." When Yelena hits, after resolutions deal each hit character 1 unavoidable damage. Then each character that wasn't K.O.'d heals 1 click. This power is great for taking out swarms of bystanders or if you can find a way to negate the other team's ability to heal. Yelena will be one of the deadliest figures on the map, especially with the right team building around her.

Each *Marvel HeroClix: 2025 Starter Set* comes complete with:

- 4 figures
- 8 character cards
- 1 marketing card
- 1 HeroClix map (2'x2', double-sided)
- 1 Rulebook
- 2 dice
- 1 token sheet
- 1 terrain token sheet

Players will find the *Marvel HeroClix: Starter Set 2025* in late summer 2024 at their local game stores!

...



Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF
EPIC DUNGEONS (160p)
- \$55 MSRP**



PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #70: SPEEDY WEREWOLVES

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.

DRYBRUSHING IS OFTEN MANS' BEST FRIEND

When it comes to painting up models covered in texture (or that you'd like to add some texture to) then drybrushing should be your technique of choice.

The wolves and werewolves from the *Dungeon Creatures* box from Mantic Games have quite a lot of fur and so take drybrushing very well. Through the careful application of successively lighter layers of drybrushing, you can create great focal points, such as we have on the model opposite.

The muzzle and paws of these wolves and werewolf have been painted a little differently than their real-world counterparts, to emphasize their supernatural nature.



The miniatures used as examples on these pages are from the *Dungeon Creatures* set from Mantic Games.





I started with a coat of The Army Painter Matt Black spray primer, and then drybrushed The Army Painter Uniform Grey on the fur.



I then drybrushed the beast with The Army Painter Ash Grey.



I lightly drybrushed the upper areas with The Army Painter Matt White.



I then painted the face hands and feet with a 2:1 mix of The Army Painter Topaz Skin and Uniform Grey.



I highlighted the skin with a 2:1 mix of The Army Painter Topaz Skin and Dorado Skin.



I then picked out the snout and claws with The Army Painter Matt Black, as well as painting the eyes Pure Red.

TECHNICAL EFFECTS



The Army Painter Warpaints Fanatic range has a number of Effects paints; paints that help us to simulate various effects like rust and ooze very easily. For the werewolf (and wolves) I decided to use the True Blood effect and slathered it all over the muzzle and throat of the models.

It is a bit less opaque than a standard red, so the tones underneath show through a bit, and it dries with a glossy finish, making it look like the wolves have just torn apart a fresh victim!



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



GLOOMHAVEN: BUTTONS & BUGS (CPH 1001)

From Cephalofair Games, reviewed by Eric Steiger

 14 & Up	 1 Player
 30 Minutes	 \$20.00

If I weren't holding it in my hand right now, I would have sworn that the newest *Gloomhaven* game was an April Fool's joke. Note that I said "hand," not "hands." That's because the publishers of the frontrunner for the physically largest board games ever (*Frosthaven* weighs in at over 35 pounds, and the box can literally fit a small child in it) have just sent me a copy of a contender for the smallest game ever. *Gloomhaven: Buttons & Bugs* fits in a box only slightly bigger than the cards it contains. But what is it?

Buttons & Bugs is a solo-only, campaign-based game that is really *Gloomhaven*, only much, much smaller in **every** way — from the components, to the narrative, to the gameplay. You play as a single character from the original game, such as a Cragheart, Tinkerer, or Mindthief, who has ventured to the tower of a reclusive wizard for training, and got shrunk to the size of a bug when they walked in the door. Now, they have to survive and somehow get back to their original size, and maybe even get some loot and training in the process. That's it for narrative spoilers, promise.

How does it play? Well, like a shrunken-down version of the original. Your character is going to play cards to use their actions each round. You play two at a time, using the top action on one, and the bottom action on the other. Unlike in the original game, your cards are double-sided: each one has an A side, and a B side. Once you use the A side of a card, you flip it to the B side and can use that. After the B side, you discard the card. And you only have four of them. Resting to recover your cards works the exact same way it does in regular *Gloomhaven*, but since you only have 4, and you lose one each time you rest, your time is very, very limited.



against the current row of their chart, and apply the appropriate modifier. Then you move to the next row. The monsters' chart is based on the difficulty level of the scenario. Your chart is based on your character's level and improves over time.

The playing time has also definitely shrunk — each scenario plays on a single card, which is your map (similar to the campaign book in *Jaws of the Lion*), and you place your even-more-miniature mini directly on it, with little cubes to represent the monsters. Setup, cleanup, and playing time for a scenario top out at about a half hour, which may be the single most dramatic difference from the big box versions.

You may be wondering if this is a good intro game for someone getting into *Gloomhaven*, and I think the answer is "maybe." While *Buttons & Bugs* is a simpler version of *Gloomhaven*, "simpler" doesn't necessarily mean "easier," and it's only really simpler if you're already familiar with *Gloomhaven* and its rules. This game is clearly meant for someone with *Gloomhaven* experience. If you are looking for a more introductory version of *Gloomhaven*, you are far better off going with the *Jaws of the Lion* campaign.

Re-playability is always a concern for single player games, and I'm happy to say that they managed to fit a ton of it into a box this small. Between the multiple different characters and their playstyles (and each has a unique scenario just for them), and the multiple difficulty levels, you've got a lot of variety in terms of how you want to approach your game. For just \$20, your money-to-entertainment ratio is extremely efficient.

If the notion of playing an entire game of *Gloomhaven* on an airplane tray table tickles you, recognizing that this is nowhere near the full *Gloomhaven* experience (and isn't trying to be), then you definitely want to pick up *Gloomhaven: Buttons & Bugs*. For a game that's basically an inside joke, lampshading the size and scope of its namesake, it's surprisingly meaningful. And I really can't wait to look at someone's paint job on these incredibly tiny miniatures... through a magnifying glass.

...

Eric is your friend, and friends wouldn't let you play bad games.



The rest of the game is a similarly streamlined version of the *Gloomhaven* mechanics — enemies don't have decks for their initiative based on their type; instead, they have a single card, indicating the 3 different initiative values and moves available to them, determined by a die roll each round. A random modifier is applied to all attacks, just like in the original, but instead of a deck for that, you have a tracker with 3 different modifiers available on each row. Each time a character (friend or foe) attacks, you roll a die, check your result



*duration and number of players varies depending on the game

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FIRST RAT (PNA 51232G)

From Pegasus Spiele North America, reviewed by John and Dell Kaufeld

 10 & Up	 1 - 5 Players
 30 - 75 Minutes	 \$44.99

Everybody knows the moon is made of cheese — and for the comic book-reading rats of the local junkyard, it's an article of faith. So when a bunch of those enterprising rats set their sights flying to an interplanetary cheese supply, the race is on to see who gets there first!

That's the story behind *First Rat* from Pegasus Spiele. Armed with ingenuity, an array of junkyard trash ranging from baking soda and vinegar bottles to bottle caps and energy drinks, each rat team races to get their ratttronauts to the moon.

We're T-minus 30 minutes until launch, so strap yourself in and keep a chunk of cheese handy. Let's explore the top five things you need to know about *First Rat*.

A TRIP AROUND THE BOARD

When you see the *First Rat* game board, it'll probably remind you of a junkyard: there's stuff everywhere, and none of it seems to be organized very well. But after a closer look, you begin to see the logic and understand how it works.

The board has three primary areas: the rat burrow, the junkyard, and the launchpad. The burrow sits at the bottom of the board. It holds the comic book library, the rat nursery, and food storage.

The junkyard fills most of the board. It includes the main movement path, shortcuts that get you to the top quicker, and three booths where you can buy helpful items. Finally, the launchpad at the top of board holds most of the scoring trackers for building your rocket, donating cheese, and such.

MOVING THROUGH THE JUNKYARD

At its heart, *First Rat* is a race to get your four rats from the starting point to the launchpad. You score points along the way and boost your abilities by gathering building materials, food and other supplies.

The game's movement system is very clever. On your turn, you get a simple choice: you can move a single rat up to five spaces or all of your rats up to three spaces. Your rats always move forward on the board (unless you steal something from a booth; more about that later).

If you move just one rat, you can place it on any colored space and get the resources on it. If you move all of your rats, they must go to different spaces that have the same color (green, yellow, white, orange, or blue).

GETTING THE GOODS

Each colored space on the board gives your rats some resources.

Yellow spaces have cheese, the game's currency. Use it during movement, to buy items in the booths, and to score victory points. Green and orange spaces have supplies to build your rocket. White spaces have apple cores, which let you move your rat burrow marker to get more of your rats onto the board, get special abilities from comic books, or score points on the stored food track.

Finally, blue spaces move your light string marker along the track that runs parallel to the resource spaces. Light helps your rats gather things from the junkyard. When your rat moves to a space either behind or next to your light string marker, you collect one extra resource from that space because you can see better.

GETTING SPECIAL ABILITIES

Your rats get new abilities from goods in the booths and by reading comic books in the burrow. Backpacks help you gather extra resources, while energy drinks double the amount of stuff you gather in a turn. Bottle caps score you extra victory points at the end of the game.

If one of your rats ends its move on the space next to a booth, you can spend cheese to buy an item of your choice there. You can also steal an item instead of paying for it. If you steal, move that rat back to the starting space on the board. (That's the one exception to the rule that rats always move forward.)

Comic books give your rats all kinds of special abilities, from using shortcuts for free to making rocket parts with fewer resources. Our favorites are the comics that turn one of your rats into a super rat with extra speed, more strength, or another ability.

MORE WAYS TO PLAY

First Rat uses a double-sided game board to give you extra challenges and re-playability. Once you master the pre-printed board, flip it over and make a new semi-random board layout. Randomize the path tiles and scoring track tiles, then follow the placement instructions.

There's also a solo mode where you play against Greg the Robo-Rat. Greg makes choices based a deck of cards you build for him at the beginning of the game. You can adjust Greg's skill level by changing the mix of cards in his deck.

VERDICT

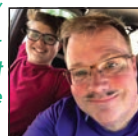
From the theme to the game play to the artwork, there's a lot to love about *First Rat*. It puts a delightful new spin on the classic "follow the path" game design with the way it lets players choose how their rats move each round.

The game puts player choices front and center by the way everything interacts. Do you use apple cores to get more rats or new abilities? Or should you move the light string to boost your gathering abilities? Those choices play out differently in every game — and even more differently thanks to the double-sided board, variable tiles, and solo play options.

We think you'll love the game as much as we do. Recommended!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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WILD TILED WEST (DWD 07000)

From Dire Wolf Digital, reviewed by Brian Herman

 13 & Up	 1 - 5 Players
 45 - 90 Minutes	 \$65.00

The old west was a dangerous, albeit simpler time. You could carve out a plot of land and make it your own, whether through rustling cattle, or panning for gold to seek your fame and fortune. All you had to worry about was the harsh elements of nature and the occasional bandit trying to steal what was yours. It's this theme that is fully embraced in this offering from Dire Wolf Digital, *Wild Tiled West*, where 1-5 players take on the roles of landowners on the western frontier and try to make their plot the best through drafting various tiles and building it up.

To set up the game, four tile trays are placed in the center of the play area lined up to create two streams with numbered edges that line up. Each tray has a multitude of different tiles placed into illustrated inserts that can be drafted. A scoreboard is placed above these tile trays and a wagon meeple set at the first available spot in the winding path. Each player is given a plot of land represented by their own double sided gameboard, a mining track with a token at the very bottom, and a player aid card. Near the center of the table a collection of bandits, bullets, gold, and cowpoke tokens are placed within easy access of all players. Each player is given two partner cards representing end goals and can choose one with the other being returned to the deck. The rest of the partner cards are shuffled and a line up of 3 partner cards are dealt out for all players to see. The first player is chosen randomly and given a wagon token. Finally, a set of 8-sided river and 20-sided prairie dice are given to that player according to the number of players in the game.



orthogonally adjacent to a previous tile. Tiles have various effects, from cattle fields to buildings that all reward a player differently. In addition, a player's mat has several effects that trigger when covered, and even sections that represent towns; shaded areas that when filled award victory points.

No matter how a player fills their plot, rounds keep moving forward on the victory point track, with the wagon meeple moving ahead and the first player marker passing at the end of each draft. At certain spaces when the wagon meeple hits a mine cart, each player receives income, taking an amount of gold from the supply according to their position on their individual mining tracks. This gold is used in future turns to purchase better tiles or to skip down the river when choosing river dice to select the exact perfect tile that will complement a player's build. Some tiles even have bandits that every 5 turns can cost a player victory points if they aren't dealt with.

Wild Tiled West is a delightful game that plays out differently every single playthrough and is dripping with theme. Bandits require sheriffs and bullets to be dealt with, and fields of cows require a cowpoke token to "wrangle" them and gain cattle contracts. Will you focus on building up your plot of land into a city, or will you hunt down bandits and exterminate them? Will you wrangle fields of cattle, or will you mine for gold? With so many options every turn and multiple paths to victory, there's no telling what lies over the horizon.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



Every round in *Wild Tiled West*, the first player rolls all the dice and places them in the various notches around the tile trays that match the result. If two dice roll the same number, then that notch and the next highest slot are taken up by those dice. After all the dice are placed, players can in turn order draft a tile from a slot where a die is. When a prairie dice is chosen, a tile must be taken from the closest slot, but when a river die is chosen a player can pay extra gold to skip tiles and choose ones further down the river. Whichever tile is chosen must be placed in that player's plot of land, starting with the starting "X" square and each successive tile being placed



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EVOLUTION: OCEANS - LEGENDS OF THE DEEP EXPANSION (NSG 533)

From North Star Games, reviewed by Whitney Grace

 12 & Up	 12 & Up
 60 - 90 Minutes	 \$24.99

When I think about oceans, my first thoughts are the opening lines to D.H. Lawrence's poem "Whales Weep Not!":

"They say the sea is cold, but the sea contains
the hottest blood of all, and the wildest, the most urgent."

While I have a background in literature, I'm admittedly only familiar with this poem because Captain Kirk quoted it in the classic 1986 *Star Trek* film, *The Voyage Home*. My allusion to Captain Kirk and D.H. Lawrence is comparable to North Star Games' *Oceans: Legends of the Deep* expansion pack. I'll explain how in just a bit.

Oceans is part of the highly acclaimed *Evolution* series about strategic, interactive engine building games centered on natural phenomenon. North Star Games designed the *Evolution* series to teach players about Earth's wondrous biodiversity. The original *Oceans*'s uses scientific facts to drive gameplay, while the expansion pack uses fantastical ancient stories.

Oceans depicts a complex, changing ecosystem filled with prey and predators. Players evolve their own species and earn points from consumed food. Whoever eats the most fish (aka the tokens) wins the game.

Not so long ago, humans told legends, and folktales to explain history and the natural world, albeit with supernatural elements. Modern science and magic similarly coexist while playing *Oceans* with the expansion pack. *Legends of the Deep* adds an additional 24 card deck to affect the aquatic ecosystem.



card phase. The cards are shuffled, then four are randomly drawn. The first player selects one card, then passes the remaining three to their opponent who selects one. The cards are passed back and forth until they're dealt. To play a legend card, players must pay the cost to any of the ocean zones and it can be done as soon as they have enough fish tokens (aka population) for the toll. Only one legend card is allowed in play at a time. The legends' powers alter a player's species, grant a special power, or harm their opponent.

Oceans's expansion pack elegantly slides right into gameplay. Other than adding more layered action and fantasy to the game, the best thing about the card deck (and another teaching mechanism) is each creature is a "real" mythical oceanic creature. Plus, the 24 cards feature new and gorgeous art that revamps the old stories.

North Star Games one upped other ocean tabletop games by conducting their research outside well-known fables. The standard aquatic creatures make their appearances: sirens, kraken, leviathan, Atlanteans, and dragons. The lesser-known mythical faces include Ka'ahupahau of Hawaii, Olokun from Nigeria, the Peruvian Yacuma-ma, Korean goddess Grandmother Seolmundae, and the Filipino Bakunawa. The game designers also include a reference guide in the instruction manual that briefly notes the origins of each creature and their game-related abilities.

I bet you're still wondering how *Oceans* and its new expansion pack relates to Captain Kirk and a D.H. Lawrence poem. *Star Trek* is a science-fiction universe that pulls inspiration from real science and history. In *The Voyage Home*, the *Enterprise* crew use scientific facts about humpback whales and Kirk quotes the famous poet as part of the story. The fictional world is referencing the real world. *Oceans: Legends of the Deep* does the same thing by referencing the whales and their hottest blood in the cold sea. Get it? Maybe I lost you there by being too meta or being in the deep end of the ocean (pun is intended). Either way, I'm confident you will enjoy this latest expansion from North Star Games!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



Game setup is exactly the same (I reviewed the two-player version): set up the reef and three zone boxes, then divide the clown fish tokens into four equal piles, place them in the reef and zone boxes, shuffle scenario cards, and place a single card in the one and two zone boxes. Next shuffle the surface card deck, deal six to each player, and place one face up. The face up surface card has a migration number; players need to move that number of fish tokens from the reef and zone one to the third zone. The deep deck is then shuffled, two cards are drawn and laid face up. These are the gene pool for the game.

Each turn has four phases: Play card, Feeding, Aging, and Drawing cards. The *Legends of the Deep* expansion pack cards are played during the play





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WARHAMMER FANTASY RPG: LUSTRIA SETTING BOOK (CB7 2477)

From Cubicle 7, reviewed by Thomas Riccardi



16 & Up



2 - 4 Players



120 - 240 Minutes



\$49.99

When you were a small child, you were told great tales of a jungle paradise that was far from the place you called home. The images poured into your head made you want to venture forth from the Old World and venture deep into these lands. When you were old enough you struck out on your own for the first time, but will you find your way in the depths of this jungle, or will you succumb to the threats that lurk deep within? This is the setting of the next massive sourcebook set in the *Warhammer Fantasy Roleplaying* universe. Cubicle 7 welcomes you to the fabled land of *Lustria*.

This massive tome consists of 224 pages that will give you everything that you will need to set up adventures in the jungles of *Lustria*. This review will only touch on what is covered in each of the eleven chapters that make up this book and the first chapter is a general overview of the lands. From the dense jungles to the rushing rivers this is all teased in general as the next chapters will go more into detail on this. There is also a timeline showing when things were shaped and created and when the various settlements took root in these new lands. In chapter two we are shown the various places of power that dot the jungles and can either instill greed or fear in your adventurer's hearts. From the Mine of the Bearded Skulls where there are rumors of a grand treasure to The Great Confluence which can be heard long before it is seen.

A colony of Norse marauders lies in the jungles of *Lustria* called Skeggi, and chapter three deals with the history, religion and law within its borders. Many adventurers have sought out their fortune in this city, however, have ever returned. A once proud temple city makes up the next chapter – once inhabited by lizard men, it was overtaken by plagues of fierce rat-men known as the Skaven. Many

foolish adventurers have gone into this city to find out if they still reside there.

In chapter five, anyone foolish to visit the vampire coast have surely sealed their fates. These lands are teeming with the undead and anyone who dares to cross these lands will be faced with many unholy terrors that are waiting for them. However, all is not lost in these lands as chapter six goes into covering the Citadel of Dusk. This is an area protected by the high elves and they are wary of letting anyone in as they must be sure of their good intentions.

Chapter seven is what most people have been waiting for in this supplement and it covers the various temple cities along with Tlaxtlan. These cities are inhabited by lizard men and they are scattered throughout the jungle. The biggest of these cities is the temple-city of Tlaxtlan and it is covered in detail including a map of key locations that your adventurers can visit. The next chapter goes into more details about the lizardmen about their culture and religion. Other creatures such as skinks, slann and even the dreaded coatl are covered in this chapter as well. Of

course the jungles are teeming with life and that is covered in chapter nine giving the game master new creatures to unleash on unsuspecting players. From savage orks to flora and fauna that will kill you there are many dangers in *Lustria* that need to be heeded. There are even different diseases that your players can contract so they will need to be careful.

Running a campaign in this dense jungle might be daunting, but chapter ten gives you plenty of insight on how to do so. There are four new archetypes including an interpreter, survivalist, oracle and trailblazer. You can even play as the skinks that were highlighted in previous characters and there are rules on how to establish and maintain a settlement. Chapter eleven rounds out this tome as it gives the game master three different adventures for your players to explore in and around these jungles. The illustrations that make up this book from the beautifully painted cover by Andreas von Cotta-Schonberg and the various maps located inside the front cover and throughout the book brings the *Lustria* jungle to life.

If you are tired of exploring the Old World or just want to give your players new places to explore you need to pick up this sourcebook. With amazing locations, information on the lizardmen and a great depth of history in the region this will be a new setting that you and your players will thoroughly enjoy. For this and other great games head over to <https://cubicle7games.com/> and get ready to go deep within the jungle.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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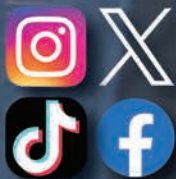


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